

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 to 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.

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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.

You may import any properties you own, including property alt forms, into your dungeon and if you have been a dungeon core before, Dungeon Basics is free to keep.

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 make that a touch difficult to the 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 - 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 is a Post-Apocalyptic world, with its inhabitants fighting each minute for their survival.
7. Mixture - A mixture of two or more of the above 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. Discounted 100's are free.

General

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

Supplement Mode (+0 CP)

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 CP)

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 CP)

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

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. This rather than mind control is finding a world where they would be like that.

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. Either way it will not affect your personality in any way even if this is your first jump. 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.

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 at any strength 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. This can either be violent like a system apocalypse or a smooth addition to the existing metaphysics.

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 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. 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 both records the most

trolling/embarrassing moments and also archives all such scenes to replay for patrons. Should you wish, they may also include the better showings of the Adventures, as well as any ladder or timed runs.

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, requires Canon Creation)

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 an additional **100 CP**, *and* if users choose to experience the pain they would have experienced, *and* to sacrifice an 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 be reborn in their place and go through their childhood experiencing all that they did and biological powers based on their body. 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 in a similar manner, but you do not gain any fiat backed skills/abilities/powers/spells and knowledge. Though you would have the option to be reborn as them and thus have a chance to gain them. alternatively you may become a relative (blood or adopted) to a main character.

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 esoteric, the more mana it takes to finish the book. Additionally you can make Skill Books from any of your dungeon

minions, beings bound to the dungeon or any being that agrees to work with you to create a skill book. Such creations also bestow 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 Maths 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 maths by itself. For an additional **100 CP** you also gain the ability to teach all magic by using this math which by your teaching will be able to be understood by others.(by converting the magic to math first which is simple for you).

Dungeon Core

Dungeon Basics (Restricted to Dungeon Core, Free)

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. To be clear, if you don't choose to pay your mind will occupy 2 things: your Dungeon Core and your Main Self, your DC can use these abilities while your MS cannot. 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's 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, using either 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.

- **Core creation** This ability takes a large amount of effort and energy. Creating these cores allows you to place new subordinate dungeons or new nodes of yourself. These nodes function in a limited way as a 1-Up in that as long as you have a 1 Core left You can survive.
- And finally you have the mentality of a Dungeon Core, things like murder, death and torture does not bother you, after all it's just business. This does not affect your morality, only dampens the emotional response.

By switching to an alt-form, you can leave behind an Imitation core. The core will idle the dungeon and keep it running, you may set simple automated tasks for it to do in your absence. if all of your Imitation Core's are destroyed, the dungeon will slowly break down as there is nothing maintaining it. You may only leave behind one core per jump but you can remerge with it by simply touching it and turning into your dungeon core form, so long as the core is not broken you can do this any amount of times.

Avatar (-100 CP)

While your core is still a crystal, you may also project forms, avatars , though you remain bound to the confines of your dungeon unless you get Infinite Omniverse One Mind. Your avatar is simply a means for you to physically and in more human ways (like speaking, touching or eating) to interact with visitors to your Dungeons. It does not provide any additional advantages. By having Infinite Omniverse One Mind you may have multiple avatars.

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, you may also make as many subchannels as you need incase you want to separate channels for floors, guilds, races and the like. Secondly, any non-sapient dungeons in the nearby area start to fall under your influence, becoming subordinate to you if nothing interferes.

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. The rules apply to monsters and adventurers equally.

Play Along (-100 CP)

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.

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 you 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. For a large cost in energy you may also do True Resurrections where you just need the idea of that person.

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 gains a use once every ten years, with unspent uses stacking.

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 the 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 (-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. With practice 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. . Additionally don't you just hate it when creating a dungeon you run out of space because it's larger than a planet? you may now move you dungeon into Pocket Dimension, which you can continuously expand your dungeon into it without problem as a bonus adventurer can only enter through the entrance as attempting to force your way into the dungeon or phase through the floor will cause them to bounce off. The only downside is that it has to have at least one entrance and if it gets removed it will create a new one randomly.

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. Opening multiple entrances in the same jump will cause your dungeon to be linked together, allowing travel from one entrance through your dungeon to another. For an additional **100 CP** you can add a 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, you may set the

terms of their service and they are incapable of turning against you or acting against your interests unless that's what you want for some reason. Though the former is the default and the and you may decide the latter is on a case by case situational basis.

Matter Creation (-300 CP)

You now have the ability of full and unlimited freeform Matter Creation, though it does take mana or stamina. 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.

Infinite Omniverse One Mind (-300 CP)

As a Dungeon Core your purpose is to spread. With this perk you may do that without limit. This allows you to plant Cores across the Omniverse whether parallel universes, alternative timelines or even a religious or mythical otherworld, such as an afterlife. After placing such Cores it enables you to freely traverse between one such reality and another and allowing your stuff to work. You may even appear in as many such dimensions as you desire at once. Additionally, your nature as a Dungeon Core allows you to simultaneously access and work with such input and multitasking needing to be such a being. You to have a mind fit for such a long life. Perfect retroactive memory, even things just glanced at or skimmed can be recalled with perfect clarity and indexing. As well as having the joys of life be constantly being fresh and joyful never dulling no matter how much you do them, nor will your memories and feelings for your loved ones ever dull. This will not affect your personality whatsoever.

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 powerful 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 you and your avatar(s) can assume.

Summon Grandmaster (-600 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. They may also take up residence in your library and crafting rooms, this grants the Legendary level of all crafting rooms.

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 If you are already have a from equal to one of these you get it free:

: **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. This only increases compatibility, and does not otherwise do anything to enhance your abilities or potency..

An Unusual Trait (-100 CP)

You have a trait that is not usually seen in your kind. Maybe access to an energy your kind isn't known for, natural armor or even a racial ability that is stronger than the norm. This may be bought multiple times.

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 skill and 2 non-combat skills to start you off. You will always find it easy to train in these skills. The broader the skills you pick, the lower your starting competence: If you choose swords then you would start out around a novice with them, while if you picked a one-handed sword, or something as exotic as a meteor hammer or monofilament wires, then you would start off higher, although not at master level. Likewise 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 weapons of the skills you choose as well as the schematics to make more. This perk can be purchased more than once, with additional purchases discounted (but not below 50 CP). The 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 CP)

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 CP)

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 an element. You now gain the ability to control and create the said element, as well as use it to heal yourself. Your strength in this 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.

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 (-300 CP)

A reality-warping effect that from now on affects all 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 at will. Furthermore, this gives you the ability to interface with such items and control 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 the knowledge of creating Itemancer Amulets that enables it to happen.

Boosted Item God (-300 CP, requires Itemancy)

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 (-300 CP)

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, although active teaching increases the odds.

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, etc. this form always has an ethereal beauty

about it. You also gain all the languages of the forms you take. Additionally, a Lord is effectively immortal and nearly impossible to slay. If slain, a Lord's soul reforms within one week, inhabiting another of its species on the Material Plane. No form of magic (such as magic that would contain or trap your soul) prevents this. To permanently kill a 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 to do so. There can be only one Lord per species.

Final Boss (-600 CP)

Choose one from the Final Boss section in Notes. They are heads above the rest of the monsters a typical dungeon can boast. Highly intelligent, you will gain levels faster than other monsters. Which one you choose will also unlock their/your lesser kin as monsters you may summon. Compared to 1st monster perk where you are getting the basic species and powers this would put in Shadowrun terms a Great Dragon in D&D a Great Wyrm complete with powers, knowledge and experience. If bought by Dungeon Core just gives you an AltForm you are still a Core.

Theme Packs

Seven themes that are 300cp or less are free for Dungeon Cores and they get themes discounted by 50%, 100 CP themes are reduced to 50 CP instead of being free. Cores get 1000 CP stipend Monsters and Companions get 500.

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 price. While it may be hard adventurers will have a chance to survive or fully knowingly choosing to try an impossible challenge. 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. Getting themes and **Infinite Omniverse One Mind** will let you place a core in that setting or any fanfic of that setting even multiple at once. Theme Packs come with all flora and fauna pattern, if you buy Repository of Knowledge you get those too. Companions that you get through Theme Packs getting 100 CP to spend though they can pool it together or give to you, they do get monster origin and freebies if they want them. Acolytes count as 1

Each theme comes with a free (in cost and upkeep) floor in that theme though it will not be in the peak power level of that theme. Theme packs also grant the ability to travel to those universes and mirror/AU of those themes freely after chain and with **Now it's MY Story** you can choose to have your dungeon minions imported as their jump setting self (for instance your Dungeon Minion Tsunade can be imported as the real Tsunade when jumping into naruto or

setting with her in it) . They also grant the ability for adventurers to gain classes and professions based on the powers/abilities from said settings.

Default (Free)

This theme both takes from the current setting and any and all past settings giving you a large selection for species, treasures and traps to use to build. As you go forward into other settings this will update to include those as well. This can generate a free floor based on each jump you have been to, and when you enter a new jump may add a new floor. Monsters and loot tables are automatically generated based on things found in the jump, scaled to the relevant floor. The incidence of items appearing in the dungeon is proportional to the item's rarity and complexity.

Mundane Earth (Free)

With this pace you get every one of earth's flora, fauna and landscape, every technology, structure and artefact humans have ever made and every famous being to live including the likes of Einstein, Lincoln, Napoleon, Gandhi, Lassie, Wojtek, Dwayne Johnson and Hitler. This also includes beings that have a disputed existence and alternative personas like Robin Hood, King Arthur, Vtubers, company mascots and all religious figures. None of these possess any supernatural powers. Comes with libraries filled with books, Digital database and servers set up to run various digital services.

Non Violent Games (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 etc.. (Blood Sports are 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.

Mass Effect (Free)

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. Complete tech database of Andromeda Initiative and free ME3 fully upgrade Normandy SR-2 and Tempest with EDI and SAM companions. 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. Comes with special outer space dungeon core and blueprints. Comes with companions Lawson Sisters, an Asari Matriarch with acolytes, Information broker of your choice and the Asari Consort with her employees/acolytes.

Harry Potter (Free/-300 CP)

A rather large amount of various types of magic and magical species, I will also toss in ritual chambers and a complete knowledge and skill with blood, death, thread magics and the different species including a death dragon alt-form from Miranda Flairgold's A Second Chance at Life series as I enjoy it so much. Other such free complete magical libraries include Horus Goes Home, Ascension of the Scorpion Sorcerer, HP and Ancardia, 30 Minutes That Changed Everything, Harry Potter and the Future Remapped by Shezza88, Snow Point, Harry Potter The War of the Dark By Shezza88, complete necromancy from Harry and Kikki, Iskola Preparatory Academy with Harry's magical potential. Comes with free 3 different versions of Hermione Granger as companions who can easily work in your Repository of Knowledge For the 300 you don't have to pay mana to summon those magic books and you will have an easy time learning and can learn them all.

Farming (Free)

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.

Crafting (Free)

This additional entrance leads to a specific section dedicated to crafting. While here people can learn and practice any kind of crafting at an accelerated rate. How fast depends on how much they pay. Of course they will be paying for the privilege. The specific crafting areas are always the top quality both in tools and environment and upgrade as more knowledge is gained. This also add cooking and crafting competitions to non-violent games.

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. Trading sentient beings or monsters that you don't have.

Resources (Free)

This theme offers vast resources of every type from any setting you have been to and updates in future jumps. It offers both no danger way to mine where others can pay to gather and various types of environment floors with suitable monsters. The no danger is a portal off of your entrance hall leading to a vast room filled with minerals and herbs. Each separate item in its

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. You do have to pay energy to either generate them on demand or a larger amount to create a resource node that regenerates over time that can go faster if energy is donated.

Naughty (Free)

Fleshly 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.

Gambling (Free)

You can build your own Dungeon with blackjack, poker, slot machines, roulette, ect. Adventurers can pay with mana or money and can win special prizes from loot tables. Come with all the staff, buildings and infrastructure needed to run a Casino, Hotel, Bar, Restaurant, Live Entertainment and a Spa. Additionally, the presence of guests adds a small amount of Daily Mana generation.

Terminator (Free)

A large amount of robots and technology as well as various temporal anomalies that you can place as traps. These robots can function as both infiltrators and adventurers. They unlike most when under orders can function a great distance away from the Dungeon.

Heist (Free)

Instead of fighting through your dungeon floors, the adventurers will have to plan and pull off a successful heist. To succeed they must steal a key which opens the door to the next floor, but if they alert the guards or all take too long the key will be moved to a different location. Additionally you get a real surface bank which will store clients money, offer loans and trade different currencies and commodities. Anything adventurers steal from a bank is a Dungeon generated resource, so do not worry about them stealing all of your and your clients money.

America (Free)

A vast collection of some of the greatest things about the best country this world has ever seen, from all those willing to give of themselves the most to the founding fathers themselves. The legends of America are here as well, Paul Bunyon and his great ox babe, the loyal to death and more Doc Holiday. John Henry with that two steel drivers in his hands. And to complete the set I

see Crockett and Russell bringing in a bear for lunch. This also comes with hamburgers, apple pie and a quite frightening amount of Guns.

Christmas (Free)

A vast winter wonderland and the defenses Santa has on this place are insane. I am glad he gave us this old copy of the North pole. Granted we have to set up a Santa in at least one reality to fully claim the theme and that sweet hot rod sleigh but even more importantly the Naughty list. Elves, flying reindeer, and a workshop that can because of the concept of Christmas create toys and supplies for the entire world. As well as a large amount of contacts with the men who wear the suit. The north pole's intelligence division is second only to gods. As a bonus on Christmas eve you can send gifts to all those who have been good this year with unlimited range, the only thing limiting you is the amount of gifts you have. However do note that poisoned/Trojan gifts do not work and you will be put on the Naughty list if you try. In future setting you may empower a person as Santa Clause who would then gains strength and power from the very Concept of Christmas gaining more strength and power the more people believe in Santa or Christmas. 1 Santa allowed per universe, though instead of empowering one in a new one you can give access to a previously empowered Santa to a new universe.

Star Citizen (Free)

Here we really start getting into the space based dungeon cores. Coming with a gigantic space station as your dungeon with free Origin 890i. You also get a free ship design company such as Origin, Anvil or one of the others. What these do is run the parts of the station for the non dungeon runners as well as being expert starship designers who instinctively know the way to build ships that will work in the setting they are in. You may spend energy increasing the size of your station. Comes with tech for both stellar lifting and harvesting stars and Black holes for dungeon energy. Unlocks Station and Starship Core.

Star Trek (Free/-200 CP)

Technobabble, dangers of wearing red shirts, food replicator, your choice of space station or [Invincible-class](#) for a space dungeon core. A whole lot of different races and who knows Q might show up if you want to troll the adventurers. Free is just the patterns for tech, and species and Risa Biomes. Comes with a free setting companion. Unlocks Station and Starship Core.

Disaster (Free)

Less of a theme and more of a mode these floors all have different types of disaster ea. The adventurers have to plow through and survive with bonus points resulting from helping those who might be caught in it. Or just the length of time they survived. You can combine this easily with other themes. Unlocks Bunker Core

Scooby-Doo (Free)

People in masks, doors that lead to other doors cartoon style. Some magic real monsters. The stuff here pairs pretty nicely with low danger floors though you do get patterns and knowledge on how to do even the most out there stuff from the movies. Comes with free Hex Girls and KISS band as loyal companions if desired.

System Shock (Free)

Covers both 1 & 2. This is a very large spaceship that is also a dungeon while covering the tech and monsters shown in the game. It also comes with a loyal and sane version of Shodan capable of transforming into a humanoid to manage your space dungeon.

Horror (Free)

This can cover pretty much any horror story from the classical to the ones that are out there. Some of my favorites are haunted buildings, and such. Though remember this isn't the movies people can be genre savvy.

World War (Free)

Knee deep in the trenches full of mud and blood, the adventurers goal is to take the enemy trench or behind their trench where the exit is located. Comes with all World War 1 and 2 weapons, uniform, vehicles and buildings.

Who done it's (Free)

A rather interesting idea for a modifier: this theme and floor is set up as a place of rest and trade within your dungeon. Staffed by your more intelligent minions you can set crimes up and the adventurers and solve them for loot. Maybe even with other working against them

Z (Free)

Beer swelling smart ass robots and Commander Zod is what you get here besides the pattern database of the setting.

Hellgate London (Free)

Beside all the patterns and technology this setting is probably one of the few settings you will be welcomed with exceptional enthusiasm by the humans if you can keep them supplied and alive they might even be willing to move into your dungeon to live if you put your efforts into protecting them, which would greatly increase your energy generation of course.

Worm Collective (Free/-200 CP Requires Instanced Dungeon Requires Infinite Omniverse One Mind)

A rather dangerous setting, the best part of taking this is you gain the ability to exist in multiple realities at once and a mind capable of working however many bodies at once: canon, headcanon and fanfic. As many as you want. This ability becomes a power after this jump.

When capes get pact/bound you their shards turn into biological powers you can modify the limits of within reason. For 200 CP comes copies of 5 powers from any of the settings your dungeon has access to. Celestial Forge, Tinker of Fiction or Celestial Menagerie requires taking the drawback Break Your Chains. Also grants the knowledge on how to share out your powers like shards. You get free immunity to precogs, post cogs and such, you may selectively turn it on/off on a person by person basis. This also works as a power dial for everything else.

Besides being accepted as a dungeon and having the capes not try and kill you this makes sure the world doesn't end and the endbringers don't completely erase human civilization.

Comes with optional Tattletale companion who chose to escape Coil by binding herself to your dungeon. An introduction to Legend to help set up and Accord for help designing floors if you wish. And 2 companions of your choice.

Number One Dungeon Supplier (-100 CP)

This is both a theme and a toggle allowing you to go to this setting and giving you a top quality Cultivation technique for the setting that for you is very easy to use.

Resident Evil (-100 CP)

Beside a frankly insane amount of viruses and technology patterns covering the games, lore and Mila movies this theme gives you a rather great skill of Exasperating puzzles. Comes with Mila Alice companion, and Lady D and daughters as companions.

Fairy Tales (-100 CP)

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

Dark Cloud (-100 CP)

A rather interesting and besides all the normal patterns that come with a package you now have the ability to use the magic from here and put large amounts of land such as homes or lakes into magic balls and place them elsewhere. This opens up a rather interesting amount of things for loot and sale at a dungeon shop.

Subverse (-100 CP)

Welcome to a universe that has a touch of porn physics to it. You get a station for setting up all the patterns that you could imagine in this you also get as companions Demi, Blythe, and Fortune so she may set up dungeon delves for your profit.

Decent (-100 CP)

A rather different take on a space dungeon instead of setting up for groups or single you are setting up your dungeon for one person spaceships. With all the patterns from all the games for all the tech, powerup and easy excavation of moons for your dungeon you have all you need to succeed here.

Dragon Age (-100 CP)

The big thing here is you don't have to worry about the Taint. While if you want them you can have darkspawn monsters it will just be in looks you do get patterns for all species and demons and spirits. And a large starting amount of magical knowledge. Companions are a pregnant Morrigan who escaped to you for protection. And Flemeth if you want. Expect sarcasm and Morrigan being snippy to her.

Anime Land (-100 CP)

A land Filled Shrine Maidens, Yokai, Ninja, Magical girls, Spirits, Kanmusu, Kami, Shikigami, Monster Girls, Martial Artists and cute big breasted brightly coloured hair anime girls. This is all yours plus various Japanese architecture, vending machines, Ofuda and an Isekai Truck. Comes with a lot of generic anime characters and an editor to make your own. Note that Truck-Kun doesn't kill, instead it's victims get transported to somewhere else in your Dungeon.

Hollywood Monsters (-100 CP)

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

Cyberpunk (-100 CP)

High technology, glittering lines, cyborgs, robots, cyberpunk, hacking, AI and full shadowrun Simsense technology. A 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 they're 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 (-100 CP)

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.

Tower Defense (-100 CP)

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.

Minecraft (-100 CP)

Unlike other theme packs, the minecraft pack is designed to be fully destructible. When an adventure breaks a block it becomes a hand held block 1/100th of the size and weight, but most importantly they can place it back down in level anywhere allowing them to build creative structures. The level is lined with bedrock which is unbreakable to adventures with the ceiling blocks reflecting a sky in the overworld and the blocks in the End reflecting a void which courses a disintegration effect when touched. As the dungeon core you can place limits on what area is breakable, have the ability to regenerate areas for the level and a mass edit mode. Of course included with the theme pack is both the Nether and the End running in parallel dimensions to the minecraft overworld, the ability to make End and Nether portals and all blocks, items and creatures. Things like an ender chest will work anywhere, even outside of your dungeon because it is tied to the adventurer.

A Spartan's War Chronicles (-100 CP)

A rather unique setting with some pretty powerful were's, vampires, elves, Dragons and such this puts you on the level of Martin Leonidas in raw psionic power as well as giving a vast tech base and giving you an alpha were form and bonded dragon if you desire.

Diablo (-100 CP)

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 and 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. Comes with free Nephalem and Demon companions. Free empty Vault and treasure goblins who will act for you.

Disney (-100 CP)

While Disney has a rather massive catalog this mainly focuses on the animated stuff. From Aristocats and Balto to Aladdin and Merlin(no Cosmic genie not sorry) these patterns and knowledge cover quite a bit. Comes with say 2 companions.

Animated (-100 CP)

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 (-100 CP)

If you want a vast collection of alien species this is the theme pack for you. Pirate lairs of various species to cause adventurers problems. Comes free with the Space Environment pack and X-70B Phantom. Example levels include the lightless depths of the city world of Coruscant. The rahkgoul infested ruins of Taris. The confusing maze of the death star (no you don't get the death star free). The bandit and slaver filled Nar Shaddaa. The stormtrooper patroled hallways of the Executor. The blind and deathly hot sands of Tatooine whose dangers include Sarlaccs, Sand People, and Krayt Dragons. Gives a portal in your entrance chamber if you wish to make a slave market to sell any of your monsters/sentient beings. Does not come with Crimson-71 or

Imperial bioweapons Project I71A. Comes with Darth Zash, personal HK-47, Ahsoka and rescued Oola companions and all dungeons from SWTOR as floor patterns.

Bloodborne (-100 CP)

Yharnam, a Decrepit Gothic, Victorian-era city of inhabitants that are afflicted with a blood-borne disease. Comes with the city, inhabitants, weaponry, Hunters gear, non-deceased Blood Vials, the Hunter's Dream, Even the Doll, should it please you. As a bonus, dungeon minions can drop blood echoes which can be used to improve the physical stats of an adventurer, upgrade their gear or just simply as currency and Gatekeeper Messengers will transport messages, items and beings for adventurers for a price.

Command & Conquer (-100 CP)

Construction yards, armed blimps, Tesla coils and weapons that erase someone from the time stream. This contains a vast amount of tech trees and resource blueprints such as tiberium. I would advise not using the grinder as it's bad taste and not cost effective. As for companions you may take any/all the ladies that did your briefings who would be good at helping manage your dungeon as well as a version of Kane that is loyal to you.

Doom (-100/-200 CP)

A vast collection of pseudo demons and such comes with 3 free floors that combined cover all the levels of the first 3 doom games exactly. While they are free you cannot change them too much from the doom game besides adding loot. Comes with Doom Slayer Class, all weapons shown, Argent well, and the tech and such from the movie such as nano walls, earth to Mars teleportation technology, and that gene therapy that makes heroes and monsters. For an extra 100 CP if you would be on earth you may instead set your dungeon up on Mars and just have entrances on earth.

Perfect Dark (-100/-200 CP)

Aliens, laptop machine guns, what's not to love? This theme is pretty much a complete database of everything shown in the games and books. For an extra 100 CP you also get a Carrington Institute to run your surface concerns from patenting your tech to organizing dungeon runs for the regular people of a setting. This company can do it all. Comes with a Joanna Dark companion.

Wildstar (-100 CP)

Welcome to Nexus, a rather diverse and incredible amount of patterns, classes and knowledge this will be quite the boon to your dungeon diversity. One of the big draws is the housing plot

system which are basically small dimensions for adventures. they will generate mana for you when living in their house, also they will have to pay for the upkeep of the dimension. They can add crafting stations and even resource nodes to harvest or even perhaps a domesticated minion. You could even set up a system store where they could buy things from you or other settings.

BattleTech (-100 CP)

A human centric setting this theme takes a rather large amount of space to run. Complete clan and sphere technology the clan stuff also comes with the gene banks. Free companions are Victor Davion, Omi Kurtia and Natasha Kernserky.

Jurassic Park (-100 CP)

"Life uh.... finds a way" this pack includes every extinct creature from Earth, various cloning technology and all vehicles and buildings from the Jurassic Park franchise.

Silent Hill (-100 CP)

A survival horror setting that is based on Alyessa's nightmares. While there are quite a few interesting patterns here one of the better things for this theme pack is you can choose to have her rescued to be your companion.

Game of Thrones (-100 CP)

You win or you die. A bunch of medieval patterns though there is some magic and Dragons as well 1 companion of your choice from the setting.

Galaxy on Fire (-100/-200 CP)

A huge collection of patterns for different species and different technologies. For the higher price you get an average size space station for the setting as a station core.

Resort (-100 CP)

What better way to draw people in to live within your domain so you may gain energy that offering them a life of tropical luxury the likes of which would put the most luxurious and hedonistic of pleasure planets to shame. 2 free floors and a hotel skin for your entrance chamber.

Aliens vs Predators (-100 CP)

Xenomorphs in all their acidic bloody glory. This is enough to give anyone nightmares. This patterns also covers all the Predator tech and such.

Dredd (-100 CP)

Massive urban decay mutants and cannibals, the big pattern here besides drugs and judge tech and genetics is the self contained megablock. You can have your outer dungeon also take this form if you wish. Comes with Judge Cassandra Anderson either young version from just after the movie or a rescued older version.

The Book Eating Magician (-100/-300 CP)

A magic Cultivation this setting offers quite a bit including a pattern of the greedy Grimoire. Quite a bit of power and mystery you will be unable to uncover. For the higher cp you get both the Grimoire of your choice bonded to you and the ability to eventually reach a 9th circle mage.

Monster Hunter (-100 CP)

Huge monsters, with all kinds of patterns and crafting. How smart these monsters are is up to you. You also get Felynes, which an adventurer Can Hire to collect loot or used as an emergency extraction and you can make monsters into various stages of anthro. Have fun with these patterns.

Bible Black (-100 CP)

Let's be honest you know what you're getting with this. Sex magics and other raunchy things. One extra is the easy way to convert other spells into ones of a sexual nature Comes with your choice of either rescued or qc companions, up to 3.

Runescape (-100 CP)

Every runescape (both new and old school) race, materials, armors, weapons, rune magic system and Prayer System. Come with slayer master's which can assign the monsters for adventurers to kill and reward them for completing an assignment, essence mines which gives rune essence that can be crafted into rune to casted spells at an elemental altar. And finally you can set up various mini games and make private house dimensions for adventures. they will generate mana for you when living in their house, also they will have to pay for the upkeep of the dimension.

Fullmetal Alchemist (-100 CP)

Comes with the ability to integrate alchemy into your dungeon and full library of alchemical research along with the ability to make homunculus.

Bioshock (-100 CP)

Both a large underwater city with a bunch of crazies hopped up on Adam, 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 and plasmids. if you wish you may make them without the addictiveness, unstable genetics and mental contamination found in most ADAM derived substances. If bought with Dungeon City you get a free working underwater copy of Rapture. Free Elizabeth companion

Pokémon (-100 CP)

“Welcome to the world of Pokémon!” With this pack you get over 850 different species of Pokémon (and more as new ones get discovered), a full assortment of Berry trees, various pokétech including but not limited to Pokéballs, Pokédex, Pokégear, healing machines, teleporters, cloning vats, PC system, and all items collectible in the games. You also get the ability to make nurse Joys and officer Jennys, create artificial Pokémon and set up a Pokémon League complete with gym challenges with a tournament. Pokémon caught by adventures will stop being a dungeon monster and become outside of your control, but if mistreated it will seek to leave and return to your dungeon and be reintegrated.

Elder Scrolls (-200 CP)

The Complete pack comes with the Tamrielic magic system with all spells, races up to 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 species 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 and grants the Thu'um with all shouts and ability to make more. Also include Elder Scrolls Online pretty much everything from copies of dungeons to classes.

Odyssey One & T'aafhal Inheritance (-200/-400 CP)

Transition tech, sapient gestalt planets, guns that shoot diamonds and some horrific planet eating species for OO. As for inheritance talking polar bears, plants that live for tens of thousands of years and can weaponize the sun. The dark lords that evolved in the cold dark

heart of space. From the Higher price you get a protected snowflake space station that is neutral ground for both warm and cold life and both farm your station dungeon. If you want a copy of the T'aafhal battle cruiser, pay a fee of 400 for it.

Claymates (-100 CP)

Besides all the patterns from the setting you gain the ability to craft living beings from clay which with Race Creation offer up some interesting opportunities.

Toy Story (-100 CP)

Living toys again unlock new options for you in race creation, using these as attackers would be quite disconcerting for those who come to loot you. Comes with both toy size and people size toys.

Transformers (-100/1600 CP)

From transforming robots to robots that turn into animals. The tech patterns here are very impressive enough to teleport a planet. While you unlock the robots in race Creation if you actually want the All-Spark your going to need to pay 1600 CP.

Mario (-100 CP)

From the original Mario Bros. to the latest and everything in-between. Raccoon suits, pipes that allow movement to distant places, stars that grant invincibility and many other patterns and classes this has it all. Comes with your choice of companion.

Ultraviolet (-100 CP)

A rather interesting setting with some diseases and tech. Come with Flat Space and directional gravity tech unlocked.

Wing Commander (-100 CP)

A space setting these patterns cover both the games and a very underrated movie for free you may take as companions Maniac and a rescued Rosie.

Puzzle Quest (-100 CP)

A rather interesting collection of patterns this also grants a Match-3 mode of combat where all moves and such is done by that. Covers Puzzle Quest 1, 2 and Galactrix.

The Incredibles (-100 CP)

Superheroes brought low by bureaucracy. This setting has the variety of patterns you would expect from such a place. Come with 2 free companions

Tron (-100 CP)

An interesting set of patterns one of the fun ways you can use this stuff is to set up the floor entrance to digitize the adventurers and have them adventure inside the digital space. Come with a free Gem companion.

Deathstalker (-100 CP)

Some interesting patterns here including the maze that can ascend you. Stone castles that are FTL capable and such.

Tomb Raider (-100 CP)

A Marge collection of puzzles and artifacts. Cover all tomb Raider media from canon to fan made. Comes with 2 different versions of Lara that you may choose.

Loony Toons & Hanna Barbera (-100 CP)

You loony if you pass up this great collection of patterns covering these universes. Come with 2 free altforms and 1 companion of your choice.

Stargate (-200/-1600 CP)

So e interesting things here unlocking genetic memory in race creation so building cityships and Stargates. For the 1600 you get a cityship with full zpms, zpm manufacturers, ancient tech database and Stargate factory and after chain can build a network between dimensions throughout the Omniverse. The higher price also comes with the tech of Exploiting Existence fanfic. As well as a device that can easily convert stuff from one setting to work naturally/natively in another.

Treasure Planet (-200/1000 CP)

A in reliable setting the patterns for species you get here are vast. If you pay the higher price you get a copy of the actual treasure planet, complete with knowledge and ability to use the portal function across the galaxy. This can upgrade your dungeon island if you want to, remember you need to have adventurers. To help that you can open not just ship sized portals but person sized as well. Your copy comes with the wealth but untrapped.

The Arcane Emperor (-200/-400 CP)

A setting with some pretty interesting magics, Dungeons and classes this place seems to have it all. For the higher price your alt form also gets the Archon class.

Endless Online (-200 CP)

Dance with Oblivion and survive O' Dungeon core, this has a rather impressive amount of magic and rather than lightsabers you get the edge of a black hole. Where a person, while a protagonist, was able to will himself back to life, your dungeon can be either on Jordia or earth though I recommend getting the connections perk so the Highlords don't toss you into a pain tank.

Ten Realms (-200/-400 CP)

A Cultivation collection with a strong focus on dungeons in the higher levels. If you pay the higher price you get the protagonist's level of skill and power as of the last book as well.

Overwatch (-200 CP)

Tech and abilities this setting offers quite a few different patterns. From Talon or Overwatch these patterns will be quite helpful to you and both factions are guaranteed not to cause you hassles working together. Comes with 5 companions.

Dragon City (-200 CP)

This theme is all about dragons of all kinds. From the unusual mijoto to the milky way and more. Also included are breeding trees, various habitats, the ancient isle and knowledge on how to make flying Islands and buildings that generate food in exchange for gold.

SpellHeart (-200 CP)

A rather low power Cultivation setting this comes with various fantasy races that cultivate, many sub races, a whole lot of resources and cultivation knowledge included for you is the World Titan Fiendbody with 128 particles of Zeal unlocked, cultivation rooms that can generate any type of Zeal needed by paying dungeon mana and an optional boost to a true Mage with a space aspect. Comes with species patterns and Wander pattern.

World of Warcraft (-200 CP)

Every WoW race and magic system, and copies of all current dungeons and raids that you may use as floors for your own dungeon. Though the raids run on a separate floor system accessed by a door in your Entrance Chamber for fairness sake. Any and all class, species, powers, professions and such are included. Comes with an Afterlife system like Shadowlands under your permanent full control. This comes with a free Hearthstone extra dimensional in where friends and foes come and play Hearthstone. Comes with Sylvanas or similar power companion for free.

Dune (-200 CP)

A setting with a vast amount of history. These patterns can be quite effective and you can generate 2 kinds of spice and Water of Life, addictive or not.

Final Fantasy (-300 CP)

A massive collection of patterns that covers all Final Fantasy universe's, games and lore. The magics and knowledge are quite a variety. For free you may choose a setting you pick up aeons for use as boss monsters.

Racing (-300 CP)

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. An extra free floor based on the SSX1-3 and Tricky. 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 adventurous adventurers as there is no danger of dying.

Midkemia (-300/-600 CP)

A rather extensive setting consisting of at least two universes, a large number of different species from humans to the mighty Dragon Lord's. For the 600 you get a hall of worlds that you can to connect to different settings and worlds after end of chain and a Valheru altform complete

with the knowledge and power of Ashen-Shugar and a loyal Great Golden Dragon and City Forever

Halo (-300 CP)

This pack contains both the Forerunners, Covenant and the UNSC weapons, vehicles, Armor, spaceships, A.I, architecture and artifacts. You do not get any of the super weapons or the flood. Because of the vast resources it would take to build and house spaceships, they will count as pseudo Dungeons Minions which allows them to slowly regenerate when damaged and out of battle, with Minion Persistence you may recreate one that's been destroyed for the tenth of the price. Additionally you can make void space, a gravityless empty vacuum which has about 1km³ of internal space but only takes up the equivalent of 1m³, this space can be simply shaped but not in fine detail. Nothing can be built or stored in void space, good for spaceship battles but not much else.

Andromeda (-300/-600 CP)

A rather large collection of patterns from the High Guard to the enemy of all life, the Magog. Genetic memory, Paradines, sentient stars and nanohair that you can keep data in and change color at will. Free Trance Gemini young or old dealers choice companion. For the higher price you get a spaceship or station of your choice as a space core. No you may not have the magog world ship.

Destiny (-300 CP)

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 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.

Pokegirls (-300/-800 CP)

The adult version of Pokémon and depending on which reality you go to a death world. Thus gives you all types and variations of pokegirls, yes even the homebrew ones that weren't

accepted. For the higher price you gain True Wizardry with basic don't kill yourself or others training a copy of the true Wizardry Grimoire that Ian found and Tirsuli techbase patterns with a twee and Ian's shadow walking. Get 5 pokegirls of your choice as a harem.

Ar Tonelico (-300 CP)

With this pack you gain all the various Monsters and races including the alien Antibodies and even male Reyvateils. on top of that you gain knowledge of Song magic, Song Science, Hymmnos, scientific alchemy of Grathmelding and all of the technology including things like a Carillon Organito, which is a portable song magic amplifier and Divine Beam, which is a snake like weapons platform the size of an air carrier. And of course you gain three special types of minerals. Parameno absorbs sound as magic, Grathnode emits it as magic, and Ardel acts as a semiconductor.

You can also build a Tower, a building of monstrous height reaching into outer space. The tower amplifies all song magic and has a solar canopy of millions of fifty-kilometre ribbons that convert light into electricity and their vibrations into magical power. If the Tower is damaged enough, catastrophe could happen with either the tower collapsing because of the failure of the anti-gravity holding the tower up or the creation of a blastline where a huge amount of plasma is released into the upper atmosphere which blocks travel and communication.

And finally you can build an Orgel of Origins, essentially a house sized white hole generator acquiring subatomic tolerances to build and tune. But the one you can build works differently, by pumping a massive amount of Mana into it, it will release it all back plus a bit extra. Unlike the original which when destroyed has a strong chance of causing something equivalent to a false vacuum collapse, yours will merely delete itself and the matter around it depending on how much mana it has in it at the time with the minimum radius being 100 metres.

Buffiverse (-300 CP)

A different Scooby Gang the patterns this gives you are much much more dangerous especially with things from. The various Halloween fanfics thrown in. Of special not is the tech from FAE and Xander Harris: The Iron Tau'ri, as well as powers and magics from ones such as Dungeon Monk Xander Origin, the Atlantean Crystals magic from Discovery by Lucifael, the Rune Magic and martial arts from the Journeyverse, the Mideons from Family Matters, the MAKO SOLDIERS from Mako Eyes, the complete collection of stuff from Consolidating the Triumvirate as an altform if you wish

Naruto (-300 CP)

The big thing with this themes is the ability to give your minions and monsters Chakra and have it play nice with any other energy systems they might have. Patterns for a bunch of stuff as well and Bloodlines and a heaping amount of sealing and jutsu knowledge. When you go to a Naruto setting you also get deals with whatever Kage and dynamo to run dungeons safely for them.

Comes with a Haku companion of whichever gender as well as the trio of Tsunade, Shizune and Tonton the pig.

JoJo's Bizarre Adventure (-300 CP)

You gain a truly bizarre pack filled with stands, the spin, Hamon, the joestar family, vampires, pillermen and many other bizarre things.

As a bonus you gain the alt form of an Ultimate Being which can shapeshift at the cellular level enabling you to give your biological powers if you understand and can replicate them. And can have as many stands as you like, but you can only use one at the time.

The Land, Chaos Seeds Saga (-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, an Auditor to oversee your professions and ascensions, and Places Of Power. This comes with the ability to make Magic Cores out of raw mana and create more places of power. You may start as Chaos Lord with an Essence specialization should you want. Since it is all magic you may add other schools of magic, crafting and such things and animation to this system.

Can turn your dungeon into a Place of Power. With any and all magic except eldritch.

Heroes of Might and Magic (-300 CP)

An incredible amount of high fantasy races and magical loot. As well as a special skirmish mode if you bought instanced dungeons the is basically the town builder from the game that adventurers can face off against each other or you if they are willing to pay the mana cost. Contains all patterns. If you can afford it, be careful if you make Armageddon's Blade. Building a building that generates troops can really decrease the amount you pay for those and will auto generate some every so often though the more powerful the less often.

The Touhou Project (-300 CP)

"Welcome to Gensokyo: A timeless land of both breathtaking beauty and maddening horror, where such duality intertwines into something truly fantastical." With this pack you gain all the different varieties of Yokai, Gods, Shrine Maidens and Spirits. Course you get all the buildings, Items, Resources, magic and natural features that appear in any of the Touhou games, anime and mangas.

You can also enforce a Spell Card pact permanently on the floor and your opponents so long as they agree. This is an agreement to suppress and equalize raw power for both parties, creating

an environment where pure skill is valued above all. The outcomes of these fights will not result in death of either party, no matter how powerful the attacks.

Due to the conceptual nature of most of the powers, Touhou minions require a lot of upkeep. but fortunately they tend to limit themselves to the spell card system which limits mana cost.

Dungeons and Dragons (-300 CP)

You are given a truly vast selection of species, magical items, spells, resources, traps from every D&D related released material including spin offs. This includes Spell jammers, the Draconomicon, Pathfinder, Epic Spells and this even includes things like homebrew (as long as it is not cheating overpowered). You can even create an afterlife system based on one from D&D. Finally you get a copy of every printed book/magazine and all the things needed to run a D&D session with great skill as a GM.

Library of Heaven's Path (-400/-600 CP)

A rather interesting setting as the profession of teaching is held in the highest regard. In addition to all the patterns this gives you, you get a Cultivation room capable of generating Aeon of Ancient Sages. As well as the Library of Heaven's Path. If desired when you place a Core in this setting you will have a deal with the Master Teacher Pavillion to delve your dungeon and protect your Core if needed. For the 600 you can also cultivate and teach with protagonist potential and your Heaven's Path will function on other types of energy systems and

Reincarnation Of The Strongest Sword God (-400/-600 CP)

Besides getting all the patterns of the setting tech, magic and such God's Domain your core may start in God's Domain if you wish due to the funky metaphysics that was revealed in the last few chapters. Whether you start when the mc reincarnated the first, second time or both is up to you. For the 600 you are also an incredibly powerful Mental Strength GrandMaster with massive skill in the Realms of Refinement and Truth and the 7 elements of God's Domain as well as an unlocked legendary mana at 151%.

Ghostbusters (-400 CP)

This adds Ghosts to your race Creation, also some very interesting tech for interacting with them as well as a simple afterlife that you would have to spend your energy building up. This covers all Ghostbusters media besides the jump that never happened.

Tenchi Muyo (-300/-600 CP)

A rather insane amount of tech and knowledge this collection of patterns covers almost everything in this setting the missing are the 3 goddesses. Though you can get copies of them as companions and their power will scale as your increases. You can get a 1st generation treeship bonded to you as a space dungeon if you want. You also get Yuzuha as a companion and treat her well. Please, she is somewhat damaged and needs companionship. The 600 comes with lighthawk wings as core shield and eventual use.

Orion's Arm (-400/-600 CP)

"The Terragen Sphere of the Milky Way holds countless nations, states and empires, many of which are unique in culture"

This truly vast collection of Terragen Sophonts, Vecs, Als, knowledge, technology, software, metamaterials and megastructures. This theme pack is limited to anything a Terragen Low Transapient (S1) could make. additionally you yourself will become a Low Transapient (this will not affect your personality or your sense of selfhood) and you were gifted Monopoles which can be bred to make more. While this seems like a brilliant deal, do remember that this technology requires very precise laws of physics and things that alter reality very slightly can easily disrupt the tech.

For 600 CP you will become a High Transapient (S2) and gain all of their technology as a special bonus you can make Magmatter, a special material with $7E18$ times bonding force of normal matter, unfortunately it costs around $1E33$ times as much to make the same volume.

Warhammer 40K (-600 CP)

This vast collection of species, knowledge, technology, resources including chronophagic, comes with its own Warp that can function as an Afterlife that you control for your monsters, minions, adventurers that die in your dungeon and any others that fit your criteria others in setting will have the option to go to your afterlife when they die. Even should you choose to gain the optional Chaos faction they will be under your control and unable to go against your best interests and morals. As well as doing away with all types of Warp corruption.

Unfortunately for now the Necron tech doesn't work outside of your dungeons influence, on the upside of this you get a complete version of the Biotransfer Protocols that also transfer the soul and the ability to give Nercons their emotions and souls back.

You do get some loyal companions from this, Isha rescued from Nurgal is the only one who is not a copy. A full copy of Lelith Hesperax and her Wytchs and Trazyn the Infinite from The Weaver Option fanfiction.

Your Warp will not interact with the Warp of 40k should you go to that setting. You also get a device that perfectly converts other tech to incorruptible STC blueprints that will work in setting.

Norse Folklore (400/1600 CP)

Encompassing a rather vast amount of patterns from all levels of power.

The 800 is Encompassing the full knowledge and understanding of Runes including a few new ones that specialize in both dungeons and yourself. As well as **Yggdrasill Mímameiðr & Mímisbrunnr**.

Shadowrun (200/600/1000 CP)

Well Chummer this is the fully complete pattern and Magic database of the Shadowrun setting from the 1st world to the current one. From meat puppet parlors to BTL Simsense collections and cybernetic technology the only thing missing are the Horrors. For the 600 you get your own version of Big D and the Jewel of Memory. For the 1000 price you get a recognized and privately held by you AAA Megacorp that exists to sell stuff from your dungeon as well as any tech you might have that they will be easily able to convert to work in setting. One reason it costs so much is an avatar of you started your dungeon before you got there and built up to the AAA you of course may choose to enter the setting at any time..

For companions you get a young Netcat from her college days.

Marvel and DC (-600/-1000 CP No Discount)

Comic books are a near endless fountain of resource and reference materials, and of the many different publishers DC stands near the top. For 600cp you are plunged into this setting or bring it with you and can access any earthbound resources at the level of demigod hybrids and lower, more generic alien species and technology are available but only those below comparable earthbound reference material. As a dungeon core however, you may become a central power battery for one of the seven standard lantern corps or a new 8th lantern corp governing a different emotion at the same level. For 1000 CP, you gain access to reference materials up to the levels of the new gods and as a dungeon core can operate as one of three more powerful lantern corps central power batteries, white, black, ultra-violet, or a new corp in a similar vein. The reference scale for the power and ability levels available are the newer live action movies.

Other Theme (Variable)

This theme is to allow you to create a theme besides the one offered here. Use the themes here as a price guide. And leave a comment so I can add it in future updates

Environment

All are Free

Debuffs Collection

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.

Non-Linear

Having to complete one floor to go to the next? How boring. Now you can make your dungeon non-linear. Maybe you want to combine three floors into one or maybe allow adventurers free access to all your floors but the last one, and require them to complete each floor to gain access.

Outdoor Pack

A basic collection of outdoor environments of all biomes found on earth..

Urban

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

Holidays Pack

A pack full of holiday themed items and reskins of others packs for every different holiday . You can have it automatically apply around a holiday. Automatically updates to accommodate new Holidays.

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.

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 labyrinth, built by an ancient civilization and initially used by them as a burial place. Filled with 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 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 tortured souls (?)

Heaven

Just because heaven is considered good, do not think that adventurers will have an easy time here. It's a vast city in the clouds, so falling to your death is a real danger here. There is a saying that should be kept 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 adventurers to breathe underwater without aid. Though this benefit is 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.

Items

600 stipend.

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 CP)

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. This is purchasable multiple times for different kinds of drinks or alcohol.

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 CP)

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, eating enough of the fruit will awaken a celestial nature in you.

Consuming Sands (100/150 CP)

This is a bright blue sand; a living organism that, though 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 emits 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 50 CP to make it sentient and loyal to you.**

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 destroy 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.

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 (Free)

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.

Dungeon Shop (Free)

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.

Armory (Free)

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 (Free)

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

Treasury (Free)

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.

Prison Room (Free)

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

Well of Risk (-200 CP)

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 that 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.

Repository of Knowledge (Free/-800 CP)

This is a vast library slash bookstore entered through a portal off of your entrance chamber. While buying a theme gives everything and all your knowledge, skills, abilities, talents and perks you already have can be turned into skill books here. They update in each new setting, 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 (i.e. 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. This can be **free** but you would then have to pay an energy cost the first time you generate a book, higher the power level higher the cost. This also works for any Theme you purchase.

People can pay you in different ways 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.

Available are: Lore, Skill, Spell, Enchantment, Ability, Recipe/Blueprints/Technology, Craftsman, Fiction divided into power levels of common, **uncommon**, **rare**, **epic**, **legendary**, **Mythic**, **Divine**, **Cosmic**

Dungeon Core

100 CP free, Rest 50% off

Loot Chests (-100 CP)

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 CP)

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 (-100/200 CP)

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 (-100/200/300 CP)

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 CP)

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 CP)

A complete city that comes with all the staple of a fantasy town. It start with just the basics: dungeon (mechanics are up to you but nothing insane) town-hall, smithy, inn (complete with basement of large rats), general stores, auction houses Mage Tower with adaptable ritual rooms, brothel and homes and a majestic Lord's Estate for you. 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 are the acknowledged lord and owner of this city and dungeon.

You may choose where to place this above ground, and pay a large mana cost to move it later. Basically city builder in addition to any litrpg system.

Your companions may populate it en masse for free, monsters could fill it or others form outside the dungeon could but they would be prohibited for harming your core. You may also populate it with either standard fantasy races, dwarves, orcs, elves, halflings and such. you may also populate with a races you have encountered before or know of they gain access to the litrpg systems needed to function here, any natural abilities converted. Asari with biotics are ok. Saiyans, Dragons 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 a portal to 3 other places and knowledge on how to build more. 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.

Connections (-200 CP)

This item gives you at least a few connections with a few different governments that you can easily arrange for your protection through different ways. Whether that be tech transfers, farming your dungeon for resources, true resurrections for a fee or some other service you can easily provide. You will always be able to at least break even on these deals. It doesn't have to be to governments, might be powerful people or groups, either way it will guarantee that you don't get destroyed.

Guild Farming (-300 CP)

Well now this gives you a good start, it seems that the local adventuring group 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.**

Fake Core (-300 CP)

What do we have here? This fake core can be placed to make sure that your regular core doesn't get taken or destroyed. While you still need to have your core in the dungeon you can have it be inaccessible to non-friendlies. After this fake core gets destroyed, captured or such everyone will believe that your dungeon has a new operator. You may use created core to make a new Fake Core.

It also functions as a 1up in future jumps so that if you should be destroyed, you will awaken safe in your core. Though making a new body will be up to you. You will also get 7 free **Cores** same as the Core Creation in Dungeon Basics.

Dungeon Island (-600 CP)

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 leads 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 it energy of any type your dungeon island could become the size of a planet or even larger.

Monster

100 CP free, Rest 50% off

Replenishing Potion Collection (-100 CP)

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 CP)

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. With 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 (-100/200 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 giving the ability to speak the most common tongues. **For an additional 100 CP** (undiscounted), this 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 CP)

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 CP)

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

Respawning (-200 CP)

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 CP)

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 CP)

A large collection of loot that while useful, has, shall we say... side-effects. That even though they killed you for it will bring you Joy at the thought of them being stuck with it. Like the Dagger of Farting, a 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. Or the Underwear of High Armor and Cleanliness, adds a great amount of armor that automatically equips to the person who touched them first. A bra and panties set where 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 CP)

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 CP)

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.

Dungeon Builder's Guidebook (-300)

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.

Ingredient Maker (-600 CP)

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. This also has an input feature. Input blueprints from one setting and it will shortly make the conversions need to have it work natively in another.

Companions.

Canon Companions recruited once agreeing to join the chain will get 800 cp to use here. They are then bound to chain for at least 5 jumps or spark whichever comes first.

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

Purchasing this allows you to import your existing companions or create new companions. How about a customized version of a real life or fictional being? This is the option for you. They would have all the memories their original would have had. They never suffer identity crises and accept and are happy with this. They only have the powers bought here. , 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 600 CP to spend on their purchases. They also get access to any supplements you use.

Spouse Dungeon Core 600

Well Jumper this is a Spouse Dungeon Core for you. The fun part is that she exclusively uses female minions and monsters even the ones that didn't have a gender have the right parts now. She also experiences any please they feel. She is devoted to your happiness and accepts knowing all about you even the things you are ashamed of and enjoys all your kinks and fetishes. She comes with the full line of core perks and items and gets the core stipend and discounts because of this She cannot take drawbacks. Your choice of gender. Should you have taken the core origin you may share your themes between you and She will have dungeons placed in places advantageous to you. You will also have a portal connection between your dungeons whose permissions you are free to set. Should your final core get destroyed you will wake up as a minion in hers.

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 600 CP to spend on their own purchases.

My Dungeon (-200 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. **If by chance you have a dungeon core from a previous jump you may import it here for free.**

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. This Wisp is excellent at designing dungeon floors and managing points.

Psi Dragonling (-100 CP)

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 CP)

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 CP) Enchant, Disenchant, Create Enchant From Spell [Enchant]
- 11) Mining, Smelting, Blacksmithing [Blacksmith]
- 12) Herbalism, Alchemy, [Alchemy]
- 13) Stealth, Daggers, Trapmaking [Rogue]
- 14) Cleanse, Skinning, Cooking [Cooking]

Monster Adventurers (100 CP)

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

Level Boss (100 CP)

Import or create a companion for each floor level you have. If you make more than the amount of 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 its 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

Number Toggle (+0 CP)

Tired of keeping track of numbers this is the toggle for you. Now rather than a Gamelit type system it is just a magic system that everything runs on. How it does is up to you. This does not work if you choose the jump to take place in a setting with a gamelit system. This permanently alters your perks and can not be undone.

General DLC Access Toggle (Variable)

This toggle allows you to use the [General DLC](#) and transfer cp to that at a 1:3 ratio.

Extended stay +50 CP

For every additional ten years, Limit 800 CP 160 years. Taking Break Your Chains removes this limit.

Mana Maintenance (+100/+300 CP)

Now every floor past the first one you must pay a percentage of your overall mana pool to maintain. This does not affect the free floors provided by theme purchases unless you take the 300 option.

Thieves (+200 CP)

[Kender](#) coming in and stealing your loot without a chance of dying thereby costing you more energy to generate more loot. While a hassle at this price would not be debilitating.

Remote location (+100 CP)

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 you. **For 300 CP even that failsafe is removed, so... good luck?**

Bound (+200 CP)

Instead of you making all the decisions 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. They may be a local that you can companion for free after the Jump finishes if your relationship is good enough.

Scared to Approach (+200 CP)

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 CP)

Whatever you need to expand - whether it be mana, gold or dungeon points - will always be in short supply. Even if 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 CP)

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 a max of 5 times.**

Tome of the Plaguebearer (+200/+400 CP)

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 CP)

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 CP)

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 CP)

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.

Lockout (+300/+600 CP)

All power and abilities from jumps before this one is disabled or you're locked out from removing things from your warehouse. All the perks and items from supplement docs will be kept. for an additional +300 CP both will be applied to you.

Out of setting Memory lockout. (+300 CP)

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 your personal experiences if you have visited that setting.

Slave Farmed (+600 Dungeon only CP)

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

Completely random drops (+600 CP)

While for monsters this is an annoyance that could prove to be deadly, for dungeons, this is a grave cause for concern as your very livelihood rests 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.

Break Your Chains (+5000CP)

Well jumper I guess this is it after this jump and using the General DLC your chain is over. As a gift take this chunk of cp, a safe way to travel the Omniverse, and this guide on fiat backing it should only take a few thousand years to get the hang of it. And the option to be a living vampire with all their perks and items and the anti-vampire medkit.

You Can Always Go Home (+300 CP Requires broken chains requires Infinite Omniverse One Mind)

Well now since your chain ends with this jump you are also having a core placed in your birth world. I will at least make it so the dungeon isn't connected to you or your family by any perception.

Awakening (+300/+600 CP Requires You Can Always Go Home)

Well now I guess you really wanted to upgrade your home if you went to this length I will be giving a magic awakening to your birth reality. Same as above i will hide your involvement, though if you want the higher cp the world will know it was because of you. For free you may now supplement World Conversion to RPG to this doc in addition to the General DLC if you had went with that.

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

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. As well as the possibility to allow time to continue in jumps after you level if you wish and your benefactor allows.

Please consult the notes for more details on the Labyrinth.

Stay

Continue

Go Home

Continue and Stay Jumper Only Requires Worm Collective Requires Dungeon Core Origin

This personal meta option with the allowance of your benefactor takes advantage of the way you can operate in multiple Worm timelines. You continue Jumping and you also keep your dungeon self operating in Worm. Time will continue on in Worm and your main self will continue Jumping with the Worm core being a section of your mind. This will also happen in future jumps if you start a dungeon there. This doesn't bypass drawbacks, gauntlets and other hazards of Jumping.

Consult your personal benefactor to see if this is allowed as it is optional on their part.

Notes

Big thanks to Taiyaka, Yunru, Dark Aeon999, nuthenry2 for editing and help

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

Companions granted by theme do not get theme stipend and only 300 item stipend

Norse theme heavily influenced by Germanic/Norse Mythology Jump So thanks and credit for that goes to FrequentNectarine, Orion Ultor, and Plyen, Nerx for the world tree is the same as that one and the capstone boosted Mimisbrunnr And getting the patterns and knowledge to make everything from that jump and classes.

When I am talking about patterns I mean, technology, professions, classes, flora, fauna, designs for city's, biomes, species and subspecies, diseases, pretty much everything. The reason why the packs are cheap is that you have to pay to unlock stuff. The repository of knowledge covers what it says, patterns cover the rest.

One thing the Santa's you empower can do is 3 times a year they get visits from the dead so they aren't eternally separated from them.

The main premise is you are the core, you may have an avatar that can feel sensations and use powers and abilities but when it comes down to it you are a hunk of material that runs dungeon(s) and feeds off of magic and the energy of sapient beings.

A lot of the stuff out there in regards to the JC Meta is due just to that way I am feeling in RL lately. Mainly with the daydream that rather than go to the effort of a Chain the benefactor does a one and done jump. And another reason for all the Themes is to get the ability to go to those settings after end or others suggested them.

ShadowRun Most of what I know is from fanfiction. IE QQ An OP Journey by Cliff999

In Worm settings you can with a pact or binding turn parahuman powers into regular superpowers with small mods such as control or maton limit, tinker black boxing, or thinker headaches.

Thanks and credit goes to Insertrandomnickname with his perk Hyperdimensional which helped my muse fluff Infinite Omniverse One Mind

Themes also come with biome and flora and fauna patterns from that setting. And reason why stuff is so cheap is in general you are just getting dungeon patterns of stuff you still need to pay the mana/energy/point cost to make the stuff or beings.

As for themes that come with afterlives when people die that meet your criteria whatever that might be to reward and or punish them they will get the opportunity to choose to go to yours instead. Of course if there is no set afterlife or they were going to the punishment section of the settings afterlife you don't need their permission. I do advise however that you don't steal too many from jealous gods until you get powerful enough to ignore them.

List of Free Theme Packs:

Default option, Mundane Earth, Games, Mass Effect, Harry Potter, Farming, Crafting, Resources, Naughty, Gambling, Terminator, Heist, America, Christmas, Star Citizen, Star Trek, Disaster, Scooby-Doo, System Shock, Horror, World War, Who done it's, Z, Hellgate London

There are 23 of them + 'Worm Collective' if you have 'Infinite Omniverse One Mind'

On Harry Potter theme

Paying the 300 gets you the knowledge and skill to use the named fanfictions magics and other of your choice, patterns for the various species and subspecies, and for Iskola your Magical Maturity hits when you enter the setting so basically at birth your control is perfect. You get high parseltongue and a temple cobra bonded to you/your core

On Buffyverse

No you can't get gods or Q

After chain should you have got a theme with an afterlife you can resurrect yourself freely from it. And such Afterlives come with powerful protections.

Some fun theme combos

America +non-Violence able to pay for a minion version of any real life person.

Worm + 40k. Welcome to the Weaver Option

Needless to say there are numerous combinations and with Worm Collective you can set up many cores in different settings running them all at the same time

Disaster +

Horror= Any kind of zombie Apocalypse

Mass Effect = Reaper invasion

The Land = you can enter during one of the cataclysms.

Naughty + animated = can recruit any person from a adult comic/manga/hentai. Naughty will also let you go to any such settings safely as well as any porn physics type setting.

Some things are also inspired by things from Myst of Shadows awesome stories.

Dragon Age + Elder Scrolls = Wolf Queen Awakens

For the Theme based on settings

Companions can take drawbacks and choose to buy you stuff with their CP.

Canon Companions recruited once agreeing to join the chain will get 800 cp to use here. They are then bound to chain for at least 5 jumps or spark whichever comes first.

On theme companions/minions

Some themes come with companions with all though you can buy any person in a setting either from canon, headcanon or fanfic these would come with personality, memories and any and all powers they did have et al though you do have to pay the price to create them as minions. Rather than the originals they are quantum clones with souls that are loyal to you and have full knowledge of that reality. The way this works is copying them from the omniverse where everything exists.

Another way to think of the quantum companions is a way less skeevy thing from the waifu catalog. And all theme companions are optional. Yes you can waifu the Simurgh in Worm she would end up like in Just as Planned fanfic. No one companion the Entities unless it's from the fanfic I'm going to Kill Him.

Any gifted companions are optional and if taken get 600 CP.

On Warhammer theme

Yes if you want the chaos gods or Emperor you can get them though they will be scaled to your level and won't get into mischief against your will or to your detriment. I offer those companions as they amuse me and there is no way to get them from other jumps and they are powerful enough that it would take centuries to pay mana cost for. Though you do get a physical free complete STC.

You may Also start with a Core in Warhammer 40K and will be Blessed by the God-Emperor in doing so as he knows your nature and care for humanity. Even to the point of setting you up as a sanctioned Core either on Terra in the palace itself administered by the Custodes and/or a Space Hulk. Nor can you get corrupted by anything there as your personal Warp prevents it.

Pokemon and Naughty theme combine to give you the Pokegirls theme and all that could entail except the clan stuff from Kerrick Wolf's stories. And grants you 3 free pokegirl companions

Gambling and Naughty themes combine to give you a brothel theme. Parts of other themes can be used to stock the brothel.

The Hall of Worlds also known as the Universe Hall, The Star Walk, The Gateway Path or more commonly The Hall is one of the mysteries of the universe. It is described as a yellow-white path approx 20ft wide with rectangular silver doors spaced apart every 50 feet or so between which is the nothingness of the void. It is said that the Hall of Worlds connects to every world in the universe.

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 CP)

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.

Types of Cores

Bunker core

This type of core is designed for long-term survival living when the outside is too dangerous. The design here is to keep the enemies out of the dungeon to protect your residents who provide energy for you.

Settlement core

Type of core that is a settlement, diversifying 5he types of biome. 5his also increases the speed of claiming above ground land. Think 4X builder.

Station core

An outer space core. Example floors is having to fight and repair to survive. You can also gain energy by supplying Starships, stellar lifting from stars provided you the knowhow. Can

endlessly increase size by paying energy or materials to grow, can upgrade with better rech. Become the Dyson sphere Dungeon you were meant to be.

Starship core

A mobile Dungeon, you are more apt to harvest pirates and such that you trick to entering you. Like the station core you can upgrade your self with no cap as long as you have the tech and energy and/or materials.

School core

A trainer dungeons for adventurers this place increases the rate those within learn. Considered one of the safest known types as killing is not allowed as if a trainee was about to die they would just get teleported to a med station. Gains extra energy when people level up inside you.

City core

Exactly what it sounds like. While you may also have portals to other types of dungeons the main way you gain energy is by having people living within your city limits.

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 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. They 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 its 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 Road 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 Nodes 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.

2.0

Main release

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 ?

Massive grammar and wording fixes

MORE THEMES

Moved Themes to separate section

TOC

Break your chains and Extended stay

Removed Supplement perk section and moved said perks to General to clean up