

DUNGEON ITEM SHOP JUMPCHAIN



D.M. RHODES - 'RAZZMATAZZ'

Welcome to the world of Dungeon Item Shop. A world ruled by a mysterious System and distant gods. A world of adventurers plumbing the depths of dungeons in order to gain power and loot. And, most importantly, a world of commerce! In just a few weeks, a young woman named Fresh will arrive in this world from Earth, and her adventures will have world-shaking consequences. You'll spend the next 10 years here, and hopefully you can make things a little better along the way. Honestly, the world is a bit of a mess right now, and it's only looking to get worse.

ORIGINS

Starting age is $17 + 1d6$. Gender is the same as your previous jump. Or, you can pay 50 CP to choose both.

Drop In: You come into this world directly as you were, with no past, no friends, and no new memories. Maybe you made a deal to come here, or maybe you were summoned. Maybe it was just a twist of luck, but it'll be up to you to decide if that's good luck or bad.

Adventurer: You've lived in this world your whole life, and have the memories and connections to prove it. You know your way around the local dungeon, and can clear the first few floors on your own, meaning you already have a few levels under your belt, maybe even a Class already. Dungeon delving may not be the safest profession, but it pays the bills. Your race is human, elf, or orc.

Demon: Demons are 'born' when someone dies with an extreme level of unresolved rage, coming back to life as a malevolent entity of destruction. Sometimes this has even been done on purpose, for research purposes. But, not all demons lose their mind entirely, and this is how you find yourself. Perhaps you escaped the Shahnameh Experiments, or perhaps you're 'natural'. Your previous race matters little, but you once were any humanoid species, including some monster species like goblins and kobolds.

Monster: You are a low-leveled monster, such as a kobold, spriggan, or even a slime. Due to some quirk of fate, you've gained sapience, and the ability to speak in the common tongue. Perhaps you were a disciple of a powerful witch, or perhaps some strange potion transformed your body. Whatever the case, you can expect some strange looks or outright hostility if you walk around in the open. Maybe you can pretend to be someone's pet?

LOCATIONS

Roll 1d6 for your starting location, or pay 50 CP to choose.

1. **Northern Crossroads:** Your journey starts at a fountain in a clearing in the woods. Besides a few chickens walking around the place is empty, but there's a crossroads nearby, and a city with a low level dungeon a few hours walk from here.
2. **Eastern City:** Located between beach and desert, this city boasts a high level dungeon and a lot of crabs. Seriously, you're going to need to deal with a lot of crabs.
3. **Western City:** Built directly into a mountain, this snowy city houses a mid level dungeon, abundant magical crystals, and fairies once a decade.
4. **The South:** The south has sunken into the black-water of the spirit world, and so you find yourself at the edge of the safe zone. Maybe you'll meet a druid?
5. **Central City:** Home of the world tree, and the easiest, yet best rewarding dungeon. Also where the nobility is located. They're not too fond of outsiders, though.
6. **Free Choice.**

PERKS

The System (Free for Drop-In and Adventurer, 100 CP for Demon and Monster): This world runs on game-like rules which are the result of The System. The System breaks down your stats into STR, DEX, WIS, INT, LUK, and LOV. Stats can be increased by using them frequently, or by leveling up. In combat, The System displays the HP and MP of both sides whenever a participant takes damage. Defeating enemies earns you Experience Points, which allow you to level up. Leveling up increases two of your stats by one each, and grants you an ability based on your skills, as described below. At level 5 you unlock the Class system, and can learn from a trainer to unlock a Class and a Subclass. Classes vary wildly, from mundane craftsmen to powerful mages. While it is possible to change a class, it is incredibly difficult to do so, so you should choose wisely. Items from defeated enemies or made with crafting can also be identified by The System, showing its properties as well as the value in local currency. Purchases likewise show up in System menus, showing what was sold and for how much. Skill levels can be earned by working at the corresponding skill and they give access to bonus abilities selected on level up, such as the Cooking skill giving the ability to make things extra crispy and increase heat resistance. There are many skills, from Adventuring and weapon skills, to things like Crafting and Harvesting. Demons and monsters normally can't see their combat menus, though they still interact with the system as if they did. If you picked Demon or Monster as your background, as a Jumper you can access your menu just fine.

Friendly (100 CP, Free Drop-In): Well, aren't you just a bundle of sunshine? Something about you makes it very easy to make new friends, even with some of the grumpiest people you could find. People tend to find your flaws endearing, rather than annoying. Of course, not everyone is looking to make new friends, but for those who are, you're at the top of the list.

Business Sense (200 CP, Discount Drop-In): You've got a knack for salesmanship that keeps the customers flowing wherever you work. People can't seem to get enough of your products, especially if it's something that you've made yourself. You also know all sorts of little tricks to optimize your store layout, like putting expensive products at eye level, and putting the essentials at the back of the store so people have to walk around to get to them. With a steady stream of products, you're all set up to turn a tidy little profit.

Inventory (400 CP, Discount Drop-In): Almost unheard of in this world, you have access to an Inventory, an extradimensional space that you can call up at will to store and retrieve items from. The Inventory appears as a swirling black void a few feet across, which is summoned into the air in front of you, for no cost at all. The space inside the Inventory is not infinite, but you'd be hard pressed to fill it up in your day to day life.

Witch (600 CP, Discount Drop-In): One of the rarest classes, there are very few witches left in the world as most have been hunted down by the holy church. By purchasing this perk, you become a member of this powerful but feared class, able to jinx your enemies, place curses on items, and generally give everyone a really spooky vibe. Ordinarily, you'd be beholden to whatever entity granted you this class, but since you're spending CP on it, there is no such restriction.

Makes The Dream Work (100 CP, Free Adventurer): There's more to being an adventurer than just going into dungeons and stabbing monsters to death. All but the most powerful of adventurers need a party to work together, especially the lower they go in the dungeon. With this perk, you are better at managing and working with other adventurers, both in and out of the dungeon. No one wants a party to dissolve because of bickering, and you're good at calming everyone down when things get tense.

Herblore (200 CP, Discount Adventurer): Not every ability an adventurer needs can be gotten directly from a level up. Sometimes you need to actually study and put in the work to learn something useful. Or, you could buy that knowledge with CP. This perk gives you knowledge of all sorts of plants and fungi and their uses, both medicinal and poisonous. You also gain the knowledge of how exactly they need to be prepared to be most useful, as some plants are only good at certain stages in their life cycle, or only when boiled first.

High Level (400 CP, Discount Adventurer): You're not just some nobody that delves the dungeon every now and then, you're a seasoned expert who's racked up at least 50 levels under your belt, with the accompanying stat boosts, skills, and abilities to prove it. You'll still need to practice actually using these abilities, but this is a significant head start, especially if you'd otherwise be inexperienced.

Hero (600 CP, Discount Adventurer): Every 100 years or so, the gods choose a mortal to become the Hero, someone destined for greatness. And now, that someone is you. You may start weak, but the Hero class is one of the fastest growing classes there is, and with a little bit of time and effort, you can become a force to be reckoned with. Most Heroes are subject to the whims of the gods, but you bear no such restrictions. Of course, certain factions will be very interested in a new Hero appearing, especially since the last Hero was summoned only 10 years ago.

Curse Sight (100 CP, Free Demon): Demons are able to see curses, both on items and on people. For people, this does little more than tell you if someone is cursed or not, without specifying where the curse came from or what it does. However, for items, your curse sight allows you to see the normally hidden drawbacks of a cursed item where ordinary people wouldn't even be able to tell an item is cursed unless they notice the side effects.

Real Magic (200 CP, Discount Demon): Demonic Magic is different from the magic used by humanoids, in that it bypasses The System's normal damage quantification. Damage done by Demonic Magic is based on real, tangible damage that 'should' happen. So ordinarily The System calculates damage based on your stats and your opponents' stats, but with Real Magic you can ignore that. So if you shoot a shard of glass into someone's eye, they'll actually have their eye gouged out instead of losing a set number of Hit Points. This perk applies to any system which would prevent damage from occurring how it 'should'.

Black Market Connections (400 CP, Discount Demon): Are you some kind of sneaky cloak-type? Then this is the perk for you! You've got an 'in' with the Thieves Guild wherever you go, able to

easily find their hidden warehouses and centers of operation and navigate the traps therein with ease. Sure, they might be using you in some sort of shadowy puppet show for unknown ends, but can you say you aren't trying to do the same to them? In future jumps this applies to other Thieves Guilds and similar criminal organizations, ensuring you always have an 'in'.

Shadow (600 CP, Discount Demon): There's something different about you. Something hard to put one's finger on. Perhaps literally, in this case. Something about your demonic transformation has left you more insubstantial than before, becoming a creature partially made out of shadows. This has obvious benefits in sneaking around, as you can move through shadows, but it also makes you harder to kill as you are less 'real' than someone stabbing you might expect.

The Big Slime (100 CP, Free Monster): ...eats the little slime. As a monster, you may have some unusual dietary abilities. Whether this means eating others of your own kind to grow larger, or drinking special mineral water to grow taller, you have the ability to advance your race with certain conditions. A lowly spriggan about a foot tall, when fed a few doses of water from the world tree, became a person sized humanoid plant, so you can expect similar results. There is a 'soft-cap' on how large you can grow, so don't expect to get too much larger than a person.

I'd Walk on Two Feet (200 CP, Discount Monster): What does it mean to be a person? To live in society? For the average monster, this is not something that would ever be considered, but not you. You know what it means to earn your personhood, and you won't be put down. Anyone who interacts with you will see you as a person. Even if they might otherwise kill monsters on sight, they'll at least give you the benefit of the doubt.

You Have to Believe in Something (400 CP, Discount Monster): Even when the world hates you, you've got to keep going. No matter how much you might suffer, you persevere. And when the going gets tough, you stand strong. Your own willpower fuels you to keep going, no matter what, even in the most dire of circumstances. You keep the faith.

I Kill Monsters (600 CP, Discount Monster): Ruthless. Brutal. Efficient. This is what it means to be a monster slayer. Your faith demands that they must die, and so you kill them. When fighting, you are a force of nature, able to exploit any weakness and deal blows with advanced precision. For you, killing is all business. Of course, this could also apply to fighting people as well, but you're no monster, right?

ITEMS

Snack Crate (100 CP, Free Drop-In): You've got yourself a crate full of replenishing snacks and beverages, all with various minor effects. From candies that can boost your stats slightly, to coughee that helps perk you up in the morning with a stamina boost. You even get some cups of ice cream in there, too! The crate provides enough snacks for you and your party if you have one, and refills itself automatically every morning. Plus, the crate keeps things temperature controlled, so your ice cream won't melt, and your coughee stays hot.

Pile of Crafting Materials (200 CP, Discount Drop-In): Every week you'll receive a large crate full of crafting materials taken from the dungeons of this world. Everything from monster parts to already forged metal bars are possible drops, as well as even more exotic materials. The quality of the goods scales up with your crafting skill level, so in the beginning you might only be getting mushroom caps and goblin teeth, but as you get better you can expect to find rarer materials like lumps of Orichalcum.

Cauldron of Rebirth (400 CP, Discount Drop-In): This plain iron cauldron, if filled with water and exposed to the light of the full moon, becomes full of energy. During the next moonless night, if a body is placed into the water, the body will revive, coming back to life. This can sometimes have...complications, the person not coming back quite right. But, if you want to use it for something a bit safer, the energy in the cauldron can also be used to 'revive' items and equipment, repairing them back to full durability and without a risk of anything coming back wrong. Just keep in mind that a lot of materials in this world are technically monster's body parts. Wouldn't want to have an accident, would you?

Dungeon Item Shop (600 CP, Discount Drop-In): Your very own shop, congratulations! This shop is two stories tall, with an added basement below it. The floorplan already includes a counter and several shelves so you can get to work stocking your new store right away. Upstairs are several bedrooms as well as a fully furnished kitchen and pantry, plus a balcony that always seems to have an excellent view of the moon. Downstairs in the basement you've got stone walls, a workbench, and a fireplace that connects to the upper floors to keep the whole building nice and toasty in the colder months. Both sets of stairs come with sturdy lockable doors to keep any nosy customers out. The shop can be plopped down into the world in your starting location, and/or attached to your warehouse. If attached to the warehouse, a door behind the counter will be the attachment point. If destroyed, you'll get a new shop, albeit with a different layout, in a month.

Starting Gear (100 CP, Free Adventurer): In this world, items can be the difference between life and death for a low level adventurer. So, to help you get started, this is a full set of gear designed to fit you perfectly, and go along with whatever class you have. Priests get robes, a staff, and some earrings, while warrior types would get plate mail, a shield, a sword, and so on for other classes. If lost or destroyed, you can find a new set of gear delivered to you within a week.

Crate of Potions (200 CP, Discount Adventurer): Every week, you'll receive a crate full of dozens of assorted potions, perfect to keep you topped off during long dungeon runs. You've got Health, Stamina, and Soul (Mana) potions, of varying quality, but even a minor Soul potion is enough to refill your Soul by a quarter, increase your regen slightly, and slightly boost your max Soul points for 12 hours. They also taste delicious, but try not to drink all of them in one go. For some reason, they come in bottles shaped like a chicken, with the cork in its open beak.

Cursed Lantern (400 CP, Discount Adventurer): This magical lantern will light up a room without need for any fuel or recharging. In addition, the lantern will float by your side as long as it isn't

tied down, saving you a free hand. But the real value of the lantern is in its ability to steal health from foes and use it as a shield to protect its master. Every minute, the lantern will steal 20 health from Holy monsters within 12 meters. The lantern can only hold 100 health at a time before needing to be recharged with the life force of others, but that 100 health can easily save your life.

Adventurer's Guild (600 CP, Discount Adventurer): You find yourself as the local guildmaster of an adventurer's hall. This is a large, two story building with a bar, several tables for serving, and a public bath. This building comes with a few employees already skilled in running the place, though you'll still need to pay them. You can expect plenty of adventurers coming in looking for a meal and a drink, and looking to stay the night. Ordinarily this might be a problem, as you only have one room to rent. But, the room uses the same 'cut off space' magic as the dungeon uses, so that anyone going through the door finds their own instance of the same room, as long as they use the same key each time. The key even works between adventurer's guilds, so travelers can expect to find their room just as they left it in whatever city they came from. You can decide if the guildhall is placed down into the world, and/or if it's attached to your warehouse. If it's attached to your warehouse, the room upstairs will lead to the warehouse for you and your party members. If the guildhall is destroyed, you can get a new one in a month.

Concealing Mask (100 CP, Free Demon): This mask, made of rare-wood from the world tree, along with accompanying leather armor, gloves, and assorted wraps, is enough to completely conceal your identity while wearing it. No one will be able to guess your race while wearing it, even if they can see some glimpses of your features. It even changes your voice enough that people would have trouble guessing your gender.

Magical Mirror (200 CP, Discount Demon): This mirror has been made from glass magic and infused with the holy energies of the moon. In addition to never breaking, this mirror only reflects positive qualities in its image. Or at least, the most positive interpretation of what it is reflecting. As a bonus, it can be used once per day to scry on someone that you're friends with.

Weathervane (400 CP, Discount Demon): This magical weathervane, shaped like a chicken, has the power to repel certain types of monsters when placed on a structure. By default, the weathervane is set to repel all crustacean type monsters around it in a radius of 24 meters. You can change the monster type to whatever you'd like, but only one at a time. Try not to accidentally repel yourself, should you count as a monster.

Thieves Guild (600 CP, Discount Demon): Somehow, you have found yourself the 'owner' of a local Thieves Guild hideout. This may be hidden in some secret back alley sewer entrance, or maybe it's just hidden in the basement of the local church. Either way, it's got plenty of traps, and a few monsters guarding the center of operations, meaning you'd need to be quite sneaky to get through without knowing all the tricks. Of course, what's a Thieves Guild without loot? The main room has plenty of stolen goods, from adventuring items, to works of art, and even jewels. Selling anything in there might be a tricky matter if you don't want the law on your case, though. You can decide if the hideout is located in the world, and/or attached to your warehouse. If it's

attached to your warehouse, a secret panel behind a painting in the center of operations will reveal the door to your warehouse. If the hideout is destroyed, you get a new one in a month.

Concealing Armor (100 CP, Free Monster): Made of Cobalt, this armor is large and imposing. Much like the rare-wood mask above, this armor can completely conceal what race you are, even from the most careful observers - as long as you keep it on, of course. But, this armor is so comfortable and easy to wear that you could wear it 24/7 with no ill effects. You can even shove food through the visor to eat, and bathe in it. And don't worry, this is also a solid construction, able to take very powerful blows without breaking.

Unbreakable Sword (200 CP, Discount Monster): This massive greatsword appears to be made from a single piece of solid bone. It deals high physical and dark damage, and double damage an hour before and an hour after midnight. Though, in sunlight it only deals half damage. The real value is that this sword is completely unbreakable as long as its owner still draws breath, though you must kill something every day in order to maintain this effect, lest your own breath be stolen.

Murder Manuals (400 CP, Discount Monster): These manuals are detailed guides on the attributes, abilities, and habits of common monster types. Reading the manual gives you a permanent 5% boost to all damage done against that specific enemy, and then the manual crumbles into ash. You receive a stack of 30 of these manuals, detailing many of the common monster types you might find in this world. Every month, you will receive a new manual in your warehouse. In future jumps, the manuals you receive will pertain to creatures you find in those jumps.

Dungeon (600 CP, Discount Monster): You are now the master of a new dungeon, congratulations! Dungeons are large underground areas that contain 100 floors, with each floor progressing in difficulty until reaching the final boss at the bottom. Adventurers will come in to kill monsters in droves, seeking power and loot, which you are more than equipped to give out. The entrance to the dungeon is a fog wall, which people can pass through to go into their own instance of the dungeon. Party members are allowed to go with them, of course. The monsters and traps in a dungeon all reset twice a month, on the night of the full moon and the night of the new moon, though if an adventurer has unlocked a shortcut by progressing to a certain floor, that shortcut remains after the reset. As the dungeon master, you can decide on the placement of any traps and monsters that spawn, which gives you great customization opportunities. Do you want this to be baby's first dungeon, or a grim slaughterhouse where even experienced adventurers die frequently? All up to you! You can even adjust things slightly as time goes on, moving things around for the next reset, to keep things fresh. Ordinarily, if one completes the 100th floor of a dungeon, they can travel out the entrance of the central city's dungeon. You can decide if that's the case or not. You decide where the dungeon gate is plopped down into the world when you enter, and/or if it's attached to your warehouse. If it's attached to your warehouse, you find a cozy little home in a white space at the bottom of the dungeon that you could live in if you want. If the dungeon is somehow destroyed, all of the monsters within will

emerge, wreaking havoc. If that happens, your dungeon will be restored next Jump, good as new.

COMPANIONS

Party (200 CP, Can Be Taken Twice): You've registered with the Adventurer's Guild and formed an official Party. In addition to companionship, party members are able to share experience points when defeating monsters, allowing for easy training up of weaker party members. Create or import 4 companions each with 600 CP to spend on Perks and Items. Companions are also allowed to take Drawbacks for additional CP. Alternatively, you may take a canon companion rather than importing or creating one, but they don't receive any extra CP. This may be purchased twice for 8 total companions.

Reflection (200 CP): You've noticed something odd in your reflection lately. Maybe it's smiling a little too wide, maybe it just winked at you. Eventually, you find your reflection might even start talking back to you. With the right ability, you can even summon your reflection into the real world for a time. Of course, as your reflection, they have all of your abilities, drawbacks, personality traits, etc. If your reflection is killed, you'll have to wait until next Jump to summon it again (though you still have a mundane reflection in mirrors and such).

DRAWBACKS

Of The Black Fountain (+0 CP): This drawback essentially allows you to take the place of Fresh when the Jump starts. You have a patron, in the form of the Black Fountain, a spiritual entity that provides you with your powers (especially if you take Witch), and will even resurrect you should you die. However, this patronage comes at a cost, as you are an employee of the Black Fountain, and she may call upon you at any time to fulfill her goals, up to and including taking direct control over your body and influencing your thoughts. It may be possible to fight back against the Fountain, and even defeat it, but you'd need to be incredibly powerful to do so.

Potion Addict (+100 CP): You just can't get enough of those sweet, sweet elixirs! Potions of all sorts taste especially delicious to you, and even if the effects of them don't stack, you can't stop yourself from going back for more! Soul potions apparently taste like blue, did you know? Even a minor soul potion costs something like 30 obols, so this is an expensive habit to keep. Also, make sure you read the item description before you drink. Most potions for sale are well-made enough to not have side effects, but it doesn't hurt to inspect them with The System first.

Debt (+100 CP): Ten. Thousand. Obols. That's what you owe the Adventurer's Guild, and you've only got a year to pay them back. After that, they own you until you can pay it back working in a mine, a brothel, or some other unsavory occupation. For reference, the cap of a low level mushroom monster sells for 5 obols, and a loaf of bread costs about 10. The average dungeon runner can pull about 100 obols of materials a day, before factoring in the cost of food and equipment, though obviously the deeper you can go, the more money you can make.

Amnesia (+100 CP): Something about moving to this new world has muddled your previous memories. You might still be able to remember snippets about it if you concentrate hard enough, but you also tend to gloss over the loss of your memories in the first place. Probably nothing to worry about, right?

Cursed (+200 CP): You must've pissed in a sacred temple or angered a witch or something because you are cursed. Your starting stats are weaker than the average child, and your starting health is worse than even the weakest of monsters. You can still improve your stats with leveling up, but prepare for a lot of early level strife. Also, you can't cook a decent egg to save your life.

Goo-Brain (+300 CP): Well this is just a little sad. No two ways about it, you're dumb as a bag of rocks. You're naive, lack common sense, and just have a hard time figuring things out. Maybe you forget to read important signs, maybe you believe in silly superstitions like demons that'll grab your feet if they're not covered up in bed. If you're lucky, people might think it's endearing, but expect to get yelled at a lot as you mess up even simple tasks. Even if you level up a lot, don't expect many points to be heading towards your INT stat.

A New Life (+300 CP): Something has gone wrong as part of your transfer into this world. This life truly is a new start for you, meaning that you don't have any of your out of jump powers, perks, or items. Sometimes a fresh start is just what you need out of life though, right?

Summoned Hero (+600 CP): A new day is about to dawn. The gods of this world are summoning a hero, a shining beacon of hope that will cleanse the world of all evil. Unfortunately, the gods may have a rather broad definition of evil, as that now includes you. About a year after your arrival in this world, the hero will be summoned and given great boons and an even greater mission to stop you. The power of the hero is such that they can even destroy entire cities, so your best bet is to either get to them as soon as they're summoned, or try and hide out until your time is up in this world.

ENDINGS

Stay: All things considered, this world isn't so bad. There's plenty of opportunities to earn some money and make some friends. And hey, there's other continents you could look at too. Your chain ends, but you keep your powers, items, and any companions you've brought along, as well as all drawbacks being removed. I hope your time here is enjoyable.

Go Home: Sure, you've had a good time here, or maybe not so good a time, but what you really miss is home. Your chain ends, and you head back to Earth, keeping your powers, items, and the companions you've made along the way, as well as all drawbacks being removed.

Another life: Continue your chain, heading to the next world and keeping all of your powers, items, and companions you've made here, as well as removing all drawbacks.

NOTES

By GW2Anon !3ZmXiJrYAI

Version 1.0: Jumpable