

CRYPT OF THE NECRODANCER



A JumpChain Compliant Document

By Yorokonde

An odd world. One we know next to nothing about. There is magic and vampires and people such as there always seem to be. The people whisper stories about a Golden Lute that offers immortality to any who play it. But they do not speak of the thudding beat echoing up from the ground in places. It is the proof their rumors are anything but. However, those who go looking for its source never return.

And yet, year after year, dozens of adventurers disappear. Drawn to the song rising up...
... from the Crypt of the NecroDancer.



Time To Set The Stage

As you enter this world a driving bassline assaults your ears. No... not just your ears. It seems to pound into your very bones. Synthesizers and chip-tune notes quickly join in to create a pulsing, energetic song. One that sounds pleasant enough at the moment, but would likely become annoying within a few dozen repetitions. Unless you enjoyed that kind of music.

You stand at the entrance of the Crypt of the NecroDancer. Unlike so many who have reached this point, you have a choice as to what happens next. Do you press forward into the noise? Or fall back to the safe silence behind you? You must choose one or the other.

Angaliastos Destiny (Free)

You embrace that which has been set before you and press forward into the Crypt of the NecroDancer. And are promptly almost killed. By what we'll leave up to your vivid imagination. Perhaps you were suddenly assaulted by a colony of bats. Or maybe the floor gave way and plunged you into an impossibly long darkness. Or maybe it was a hungry Grue. I hear they like dark places.

Whatever the reason, you are left on the brink of death. That's when the NecroDancer finds you. His terrible glowing red eyes peer down at you for a long, imperial moment before his mouth splits into a wicked grin. He reaches into your body and pulls out... something. It would normally be your heart but I'm aware some of you out there don't have those anymore. Call it a vital piece of your essence instead.

Content with his prize, the NecroDancer skulks off into the darkness, leaving you alone to die. Except, when you do finally perish, you find yourself in the "Lobby". A large main room with a number of side rooms set into each wall. The only exit is a set of stairs leading downwards and most of the rooms are empty at the moment. A very hairy Greek man occupies one room and works at a forge to the insidious beat of the Crypt.

"Ah, so he caught another one, has he?" He has a friendly smile at least. "I'm Hephaestus." He places down his hammer and strides over to shake your hand. Every motion is done in time with the music. Strangely enough, you find your own body refuses to listen to you unless you do the same. He notices your trouble and rumbles out a chuckle. "Don't worry. You'll get used to it soon. Or have a complete breakdown. Just do not try to take the easy way out. It won't work anymore. And I'll make you clean up the mess."

“The only way any of us are getting out of here is if someone manages to kill that thrice damned NecroDancer. But it’s been decades now and nobody has.” Hephaestus shrugs and moves back to his forge. “I don’t think anyone will ever manage it. Just don’t try telling it to that young blonde girl running around here. She’s dead set on trying.” He chuckles again at his own pun, then resumes working.

Simply put, you are now bound to the NecroDancer’s Crypt by the same magic that holds all the others found here. Until the vile lord and four of his five loyal henchmen are put down, you may not leave this Crypt by any means. You are also bound to the rules of the Crypt. Meaning any action you make must be done in time to the beat of the music or it will fail. It also means that death will not end your Chain. Instead you will return to the Lobby each time you meet your end, the Crypt below completely reset, remake, and awaiting your next attempt.

Destroy or assist in the destruction of the NecroDancer before your ten years in this world are done or be trapped in the Crypt forever.

No Story, New Vogue (Free)

You turn away from the Crypt, uninterested in the secrets that could be found within. You venture out into the odd, unknown world outside instead. There is little indication exactly what you will find out there. Knowledge of the world beyond the Crypt is sparse. All that is known is that it is a world of magic and swords in a time before what we would have called the Renaissance.

Because of your choice, attempting to challenge the NecroDancer later should be considered most carefully. You will still be forced to follow the magic of the Crypt if you venture inside, but you will not have any protection against death. Additionally, you cannot take any Drawbacks.

No matter your choice, you gain 1000 CP



100 CP Perks

You may select one for Free

Nimble Toes

Left, right, forward! You've got the twinkliest of toes and they're looking to start walking. You are noticeably more agile and light on your feet. It'll certainly come in handy staying one step ahead of the spike and pit traps littering the floor.

More Gold!

Shimmering and sparkling, gold always spends. Even in the Crypt. Because among everyone else trapped down here there are merchants still trying to ply their trade. Thankfully, all your enemies seem to have a little something extra rattling around in their pockets. Even if they don't have any.

Phat Beats

Most people who enter the Crypt take a little while to get used to the infernal beat pounding in their hearts. It get even more difficult the closer to the NecroDancer you descend. But you've got rhythm in your soul. Your reaction time is noticeably enhanced. You also gain the ability to beat-box like a seasoned pro.

Determination

It can get downright depressing dying over and over again while attempting to determine the attack patterns of the monsters found here. Except you seem to be made of sterner stuff. Your willpower burns brightest against impossible odds and in darkest moments, giving you an uplifting boost just when you need it.

Parry

The best defense is a good offense and the best offense is a good defense. So why not practice both at the same time? You're a trained practitioner of the offensive defense. While means you have a much easier time deflecting and dodging blows while you're pushing forward onto the attack. Useful and stylish!

Extra Training

Were you one of those Northern Monks who trained under waterfalls and broke boards with your head? Because you're a right tough bastard now. Physically, at least. Bumps and bruises and glancing blows are going to have a lot harder time inflicting any actual damage to you.

200 CP Perks

You may purchase one with a 50% Discount

Heavy Blows

Swinging a sword all day might be dull, but it certainly builds muscles fast. Any melee weapon you pick up is going to see a marked upswing in the amount of damage it does in your hands. Just try not to knock down too many walls. You are underground, you know.

Lead Foot

Sometimes you've just got to get rid of the obstacles in your life. Monsters, bombs, people, items, boxes, and barrels really just need to learn not to get in your way. Because you're going to kick them. And as strong as your legs are, when you kick something, it's going to move quite a ways.

All That Glitters

A clever and keen eye is a great way to stay alive in the Crypt. It's also a fantastic way to get rich! You have a talent for spotting weaknesses and irregularities in the architecture around you. There won't be a weakened wall or hidden doorway that can hide from you now. This works best when there is treasure secreted away or concealed passages to find.

Neverlost

A Bard always knows where they are in the world. So naturally you always know where the stairs down are while inside the Crypt, as well as the general layout of each floor. Even outside of the Crypt these instincts become fainter, but much more deeply ingrained. You tend to arrive when and where you are needed far more often, even if that place wasn't where you were trying to go originally.

Merchant's Savvy

The art of the deal or the language of the golden tongue. Call it what you will, but you have it. Merchants will instinctively offer you a better deal than anyone else. Not enough to bankrupt them or anything. They'll still want to make a profit. However they will be willing to shave down their margins a decent amount for reasons they'll never be able to entirely explain. Just don't let them know how much money you really have.

Shield Buster

Plenty of the skeletons down here carry around shields stolen from the fallen. Or perhaps they are the original owners. Either way, they're a pain to deal with. Good thing you can batter them aside like sheets of cardboard. You have had some serious training on the matter of battering shield aside, knocking them aside, and outright breaking them if you're strong enough.

400 CP Perks

You may purchase one with a 50% Discount

Vampiric Transformation

Vampires exist in this world. Dark, twisted creatures that lurk in the shadows, thirst for blood, and have trouble shaving themselves in a mirror. While you are not directly one of them, you have stolen a bit of their magic to use for yourself. You can transform into a small, agile vampire bat. Your fangs in this form bite surprisingly deep and you can drink spilt blood to heal yourself. You also have a short ranged, sixth sense that allows you to detect where your enemies are. Transforming is as simple as willing it to be so, but changing back to human hurts quite a bit. Once every ten years, when you would be dealt a mortal blow, you will instead automatically shift into this bat form. You will still be grievously injured, but alive.

Tempo Shift

The Tempo Up and Tempo Down traps scattered around the Crypt control the flow of time to a limited extent. After studying their effects, you've come to understand the magic that powers them. You can increase your speed by 50% compared to the rest of the world for up to fifteen minutes a day. Enacting this power takes just a thought. You can push this ability further and take as much sped up time as you wish. However, that comes at a price. You will be hit by temporal recoil and have your speed lowered by 50% for any extra time above the fifteen minutes as soon as you turn this ability off.

Master of the Funk

Even with a chunk of your soul missing, rhythmic enchantments hold no sway over you. So long as you hum or sing at least a basic beat or song you can override such magic's influence on anyone that can hear you. This extends to the NecroDancer's insidious rhythm, as well as other forms of compulsions and charms as well. The effect lasts for thirty seconds after you stop singing. So you have time to breathe.



Martial Dance

Just a few days inside the Crypt drives most people to desperation. The beat constantly thudding against their consciousness makes it hard to think, let alone dance along. You are an entirely different kind of person though. You have studied the chords, memorized the beats, and learned to still your thoughts between each note. Why this is expressed as a unique martial art that combines physical prowess with magical music is a mystery for the ages. Simply put, if there is any music audibly playing while you battle significantly increases your power, toughness, and agility.

Infinite Bombs

Most adventurers can only fit a few bombs inside their pockets. You, however, have brought along quite a few more. How many more? Well... how many do you need? Whenever you reach into your pocket, you'll find a small, round bomb waiting there for you. It's about as powerful as a single stick of dynamite. More than enough to deal with all but the toughest monsters of the Crypt. You don't have to worry about accidental detonations either, as the bomb won't actually be in your pocket until you reach in for it.

Weapon Master

There's lots of weapons lying around in the Crypt. Which isn't surprising if you consider just how many adventurers have lost their lives down here. And since carrying around a dozen weapons is impractical, you've simply learned how to use anything you get your hands on. Any weapon you pick up, no matter the make, model, or style of its creation, you instinctively know how to use. Pick up a crossbow and you'll be threading needles with each bolt. Grab a rapier and suddenly you're a master swashbuckler. The only downside is that this expertise only lasts as long as you're holding the weapon. Put it down and you'll be back to what you knew about the weapon before.



Companions

Dance Partners! (50 CP per Companion, Angaliastos Destiny Only)

Perhaps you were not the only one who wandered into the Crypt. You may use this option to import current Companions or create new ones. Each Companion will be given a 100 CP and 200 CP Perk, as well as 300 CP to spend only on Items. Just beware, the magic of the Crypt intensifies with each person on the dance floor. Your entire group must move in time with the beat or none will.

Sitting This One Out (50 CP per Companion)

If you have more friends and Companions, but don't want to subject them to the horrors of the Crypt, then this is the option for you. You may import current Companions or create entirely new ones who will be waiting for you outside of the Crypt. As with the option above, each Companion gets their choice of a 100 CP and 200 CP Perk, as well as 300 CP to spend on Items.

The Whole Band (300 CP)

Got a full dance card? Then this option will save you some points. Import up to eight of your current Companions. They each gain a 100 CP and 200 CP Perk, as well as 300 CP for Items. You are free to choose how many journey into the Crypt with you and how many wait outside. Just as with Dance Partners, you will all have to move in unison inside the Crypt. Even if there are nine of you.



Cadence (100 CP)

An adventurous, daring young woman with golden hair. She ignored the advice of her family and went searching for the Crypt of the Necrodancer. She was looking for her Uncle and a way to bring her dead mother back to life. Instead she ended up stuck inside the Crypt, bound to the music as surely as anyone else caught in its trap. She's only been here a little while, so she's still getting the hang of everything herself. But she has a great sense of timing and a body that is quickly becoming honed by the many trials of the Crypt. She starts with the **Nimble Toes** and **Determination** Perks and will grow to have the abilities of **Weapon Master** and **All That Glitters** over time.

Hephaestus (100 CP)

It's easy to mistake this large, Greek gentleman of the forge for the God of the same name. Lots of people jump to that conclusion. However, he's just an awesome blacksmith and it's merely a coincidence. Hephaestus won't dance his way down into the Crypt with you. He claims he has two left feet. But he will be more than happy to give your weapon a few love taps with his hammer before each attempt. The sharpened edges and supernaturally honed steel will be quite a bit more capable of slicing down foes than before. After your time in this world is done, assuming you don't get stuck in the Crypt forever, Hephaestus will happily pick up his forge and anvil and join you. If you have a forge already he'll simply set up shop there. Or he'll move into your Cosmic Warehouse and create his own workshop in one of the empty spots of the wall.

Dorian (100 CP)

This mysterious man disappeared into the Crypt years ago. At the time he was searching for his brother, as well as a way to return his dead wife back to life. In the end, he found both, but the Necrodancer robbed him of his prizes and enslaved him before either of them could escape. He is Cadence's father and has spent those years murdering adventurers as Dead Ringer. If he is defeated but not killed, he could be recruited to help take down the Necrodancer himself. His assistance will prove invaluable, as he has access to the **Heavy Blows, Shield Buster, Neverlost, and Weapon Master** Perks. Convincing him to travel with you after this world may prove difficult unless certain other problems in his life are solved. But it is possible.

Melody (100 CP)

Cadence's mother, who has been dead for many years at the start of this adventure. But, if things follow their natural course, she will end up alive again. Cursed, but alive. Forced to play the Golden Lute forever unless it is destroyed and the curse with it. However, you likely have other ways of helping her out. She is a talented bard and is capable of playing any instrument put into her hands quite well. She also benefits from the **Phat Beats, Neverlost, and All That Glitters** Perks. If she is freed from her curse, she gains a **Titanium Harp** to replace the Golden Lute. You had best free her if you want any hope at recruiting her to your adventures. You will have a noticeably easier time if you purchase the whole family.



Nocturna (100 CP)

A young vampire who was stolen from her life by the curse inflicted upon her. She desperately seeks some way to free herself from her affliction and believes the Golden Lute might hold the answer. It's doesn't, but it will be impossible to convince her of that until she has completed her mission. She's a rather stubborn woman. She isn't helpless though. She comes with the **Vampiric Transformation, Parry, and Extra Training** Perks, as well as a **Cutlass**. You'll have to find some way to unbind her from the Vampire that sired her before she can leave this world. However, if you manage that, she would likely be more than interested in leaving this world behind.

Items

No Discounts. No Stipend. Choose Wisely.

If you have a similar item, you may import it into the options below.

Soundtrack (50 CP)

A copy of Danny Baranowsky's compiled works to take with you wherever you go. This single CD contains every version of each song you could encounter inside the Crypt. Including a Polka version of each song. For some reason. Just try to resist the urge to make your own rhythm based dungeon.

Headphones (50 CP)

A great pair of headphones that perfectly fit you, can be comfortably worn for as long as you want, and sound absolutely great. They can even store and play any Soundtrack Perks or Items you happen to have picked up in your travels.

A T-Shirt (50 CP)

"I beat the NecroDancer and all I got was this shirt".

Extra Heart Container (100 CP)

Not a literal container for storing hearts. This item is shaped like a small silver pin in the shape of an anatomically correct heart. Wearing one makes you about 30% tougher than you otherwise would be. Wearing three makes you twice as tough instead.



Weapons

Dagger (Free if no other weapon is bought)

A simple, short blade designed mainly for stabbing single targets at close range.

Rapier (50)

This thin blade is perfect for lunging forward to stab foes who are just out of reach.

Spear (50)

A short-hafted weapon equally suited to throwing as it is to stabbing those nearby.

Broadsword (100)

A larger sword used for sweeping across multiple nearby foes at once.

Longsword (100)

A longer blade that a skilled user could manage to stab through two enemies in a single thrust.

Whip (100)

Not normally considered a deadly weapon. However, it's impressive reach makes up for its lack of damage.

Flail (100)

For when you absolutely have to hit everyone around yourself with a large steel ball.

Bow (100)

A simple weapon, but an effective one in the long hallways of the Crypt.

Crossbow (100)

While not as easy to use as the bow, the bolts are powerful enough to punch through several enemies at once. Just remember it takes a moment to reload.

Staff (100)

An odd thing to be called a weapon. Still, the enchantment upon it turns any blow to an enemy within reach into a blast of magical energy that deals minor damage to those behind the one struck.

Harp (100)

Hephaestus had a fun time trying to make this deadly. Unleash pure concussive noise against anyone nearby with just a stroke of the strings. Not very damaging, but at least it won't miss.

Axe (100)

A barbarian's favorite friend. This slice of steel is perfect for leaping forwards and swiping across entire lines of foes in a single strike.

Warhammer (200)

Hard to argue with thirty pounds of steel in the shape of a hammer. This one has been further enchanted to deal damage to a wide area of enemies whenever it is swung.

Cutlass (200)

At first glance, it's just a longsword with a fancy curve and grip. But this one grants the wielder the benefits of the **Parry** Perk while it is being held. Maybe pirates were onto something.

Blunderbuss (200)

This primitive shotgun holds only a single round at a time and is powerful enough that it blows the wielder back several steps when fired. However, it is certainly effective at clearing rooms.

Rifle (200)

If you thought a crossbow was a good idea, wait until you meet its gunpower infused big brother. The Rifle holds three rounds and punches through any armor you'll find in the Crypt like it was tissue paper. The powerful shot will push you back a few steps each time it is fired. Also great for cracking heads if someone gets too close.



Weapon Enchantments

Each Weapon may only have a single Enchantment

Glass (50)

This enchantment trades durability for raw power. It cranks the weapon's damage up to extreme levels, but if you take so much as a scratch, it shatters instantly. After your time in this world, Glass weapons will reform after a week.

Obsidian (100)

An odd metal that reacts to music and style more than brute force. The damage from any Obsidian weapon steadily increases the more in-synch you are with any music that is being played. However, this benefit resets if you take any damage or miss a strike.

Titanium (100)

A simple enchantment that strengthens the damage of the weapon by a noticeable margin. Nothing fancy, but effective.

Gold (200)

Gives the weapon the appearance of being made of pure gold without the drop in durability that would come with it. The weapon steadily drains gold from your person each time it is used, but dramatically increases the damage based on the amount of gold you are carrying. If you're not carrying any gold, however, its damage drops to almost nothing.

Blood (300)

A powerful enchantment that heals the wielder a fair bit with every ten enemies they defeat. Additionally, should you find yourself on the last shreds of your strength (almost dead), this sword draws upon your pain to deal unspeakable damage to any foes it connects with.



Unique Weapons

Unique Weapons cannot have a Weapon Enchantment

Mystery Weapon (+100)

A strange weapon that is capable of mimicking any other weapon on the list above. However, you are not in control of which weapon it is at any given moment. This weapon likes to change and shift of its own accord, sometimes even in the middle of battle. It's unusual enchantment also makes it impossible to determine which weapon it current is by any method, short of actually using it. On the upside, it does look like a question mark on the end of a sword handle.

Jeweled Dagger (300)

This short, elegantly designed knife is more than just a display piece. The gems and gold worked into its making have been layered with enchantments. Its blade is powerful enough to slice straight through plate metal without dulling in the slightest. Even dragon's hide will only provide temporary protection against this dagger's destructive tendencies.

Dagger of Frost (300)

A short blade that feels as cold as a glacier's heart to the touch. A scratch with this dagger is enough to freeze your opponent's solid for a few moments. Scratch the frozen statue a second time to shatter it entirely. You can probably imagine what this does to your unlucky foe when they thaw. Unfortunately, if this dagger is touched by any kind of fire, it will melt back into an ordinary dagger. Freezing it, by magic or however you manage it, will change it back into its more powerful form.

Electric Dagger (300)

A bolt of lightning that has been forged directly into a weapon capable of fitting inside a boot. While it is not that damaging on its own, the electrical properties make it deadly to any mass of enemies. When an opponent is struck, an arc of electricity will flash out to deal just as much damage to any enemies within arms reach. The electricity will even arc a second time to lash out at anyone within arms reach of the secondary target. But only two arcs.

Scythrophone (400)

The mighty Scythrophone is a deadly combination of a microphone and scythe. The weapon naturally makes you look far more intimidating than you actually are. Should you choose to whip it out and scream a few death threats into it, even hardened warriors might wet themselves in terror. On top of that, the scythe portion is more than sturdy enough to crack a few skulls. It's blade can shred through flesh, bone, and even steel armor with ease.

Dorian's Bell (400)

Don't let the name and appearance fool this. This cracked bell may be small, but its true power is mighty indeed. With but a single off-key tinkle of his bauble, you can summon a blast of sound and music. Long term hearing loss risks aside, beings in the path of such raw noise will find themselves knocked off their feet, disoriented, and most likely slammed into a nearby wall. This trinket is especially effective against crystalline creatures of all kinds and tends to destroy them outright.

Coral Keytar (400)

Though it looks like a bit of coral reef had a baby with a 1980s keytar, one should not dismiss this device. Anyone who lays their fingers to the keys will find that whatever music they imagine can be easily played, even without a single lick of training. It contains a huge assortment of buttons that can change the sound of the instrument to mimic any other musical device you come across. Don't worry about being caught flat-footed by angry fans either. The Coral Keytar doubles as a Blunderbuss for the Bard on the go. Reloading it is as simple as playing a few chords on the keys.

Digging Tools

Basic Shovel (Free if no other digging tool is purchased)

You can't get any simpler than a triangle of metal on the end of a stick. Still, it should prove useful if you need to bust through any dirt walls while you're wandering through the Crypt.

Pickaxe (100 CP)

This ordinary looking tool is far more than it seems. A single swing will tear down entire sections of dirt wall with ease. A few more will take down even the toughest of brick walls. It might work on much more substantial materials as well, if you have the strength to back it. This tool will not wear, chip, or break because of use, but it is otherwise made of simple wood and steel.

Blood Shovel (100 CP)

The enchantments on this metal shovel has dyed it a deep, blood red. It has also rendered it capable of clearing small passageways worth of even tough material in a single use. However, this power comes with a price. Namely, your own blood. It will drain you with each use and leave you greatly weakened if used too many times in succession. Be warned not to push your limits too hard with this one. It will not stop draining you just because you're low on blood.

Shovel of Strength (200 CP)

An unnaturally heavy shovel that is made less for those interested in excavation and more for those inclined towards battle. Merely wearing this shovel on your person gives your strength a significant increase. It is also heavy enough to be used directly as a weapon if the need arises.



Armor

Leather Armor (Free if no other armor is bought)

Because nobody wants to fight naked. Well, most people. While this might not be the best protection the multiverse has to offer, it is at least better than normal clothes. These leather pads will absorb a slight amount of any damage headed for your soft, squishy bits.

Glass Armor (50 CP)

This uncomfortable looking breastplate is certainly one of the oddest items you could find in the Crypt. The enchantments on it ensure that you won't snap it into hundreds of tiny pieces just putting it on. They will also provide unparalleled protection, but only once. This clear breastplate will absorb absolutely all damage from a single attack no matter the source. Punched by a God of War? You'll be fine. But after absorbing that single blow, this armor will shatter into dust and be useless. After a month you will be gifted with a new one.

Chainmail (100 CP)

A set of interlocked metal rings woven into a large armored shirt. It will provide a moderate amount of protection, but is mainly geared towards piercing and slashing attacks. At least it's easy to move around in.

Karate Gi (100 CP)

If you wanted to look like you came straight out of a fighting game, this white, sleeveless number is for you. It offers no defense at all against attacks. If anything it seems to make you *more* vulnerable. But it will increase your strength significantly.

Obsidian (100 CP)

An odd metal that reacts to music and style more than brute force. When forged into a breastplate, it becomes light and easy to wear. But the amount of protection it offers varies depending on how stylish you perform in combat. Sweet moves will let this armor resist more and more damage until you could shrug off a tank round. However, after resisting a single blow, the increased resistance will reset.

Heavy Plate (200 CP)

When you put your foot down in this armor, it stays down. This suit of full plate is made of excellent steel and is a respectable suit of armor on its own. Additional enhancements have been laid on it to make the steel even tougher and to turn the wearing into an immovable force. Its wearer is immune to any kind of knock-back effect and cannot be pushed or pulled without their consent, no matter the reason.

Torches

Basic Torch (Free if no other torch is bought)

A simple bit of cloth at the end of a stick can provide a moderate amount of light. Even if you don't think you'll need this, you will. A majority of the Crypt isn't lit by anything at all. At least, not until you get down to the levels where some of the floor is lava.

Luminous Torch (50 CP)

A little bit of alchemical powders added to the cloth and a steel handle make this torch a marked improvement over the caveman version. You'll be able to see a good deal farther with it.

Infernal Torch (100 CP)

This torch doesn't shed much more light than a regular one despite its fanciful design and red fire. It does, however, hunger for other fires. Feed it a little bit of fire from another source (a torch, a campfire, or the like) and it will explode in pyroclastic glory. When fed, it will allow you to launch a blast of flame equivalent to a good fireball spell.

Torch of Foresight (200 CP)

A treasured item to even the most seasoned adventurer. This torch burns with a bright green flame and has a comfortable saber hilt as a handle. In addition to being a great source of light, it can magically reveal traps of all kinds. Also, merely holding this tool can give you a sense of traps that are hidden out of your sight. It can even pierce illusions that would normal counter this kind of magic.

Torch of Strength (200 CP)

An overly heavy torch that has additional weights attached so you can work out while you explore. The practical upshot of this, assuming you can lift the torch at all, is that you'll find your strength quickly improving with little extra effort. Assuming you're not already some kind of superhuman.



Headgear

Glass Jaw (50 CP)

Are you sure about this? Well, all right. This odd headpiece is worn along the jaw and is made of magical glass. While you wear it your damage out doubles. However, if you take any damage at all, it breaks and knocks you out cold. Even stubbing your toe is enough to set it off. You'll get a new one a week after the current one breaks. Oh, and during your time here, you are going to be forced to wear this helmet if it is available.

Plate Helmet (50 CP)

This plate helmet isn't anything fancy. It's just good, solid protection against anything that would try to bonk you on the head.

Monocle (100 CP)

This enchanted eyepiece doesn't protect you in the slightest, but it is useful in other ways. It allows you to see inside crates and containers to view the objects hidden inside. It also works on the pagan shrines scattered around the Crypt, as each has an item inside that serves as its heart.

Crown of Thorns (100 CP)

This extremely uncomfortable thorn bush has been woven so that no matter how it is worn it will cause the wearer pain with each movement. However, it has also been enchanted to seek the blood of others. For each enemy that you kill, this crown will steal a little of their life essence to slowly heal you.

Blast Helm (200 CP)

A plate helmet that completely encapsulates the head, allowing for supreme protection. However, it is not against blows that the helmet protects. While wearing it, you are completely immune to explosions. Specifically bombs but it will still work against other forms of explosions. If you bought the **Infinite Bombs** Perk as well, this helmet has a second feature. It allows you to control the detonations of your bombs much more intricately. You can set them to explode immediately, on a time delay, or even act as land mines.

Spiked Earphones (200 CP)

These earphones do not play music. Instead they have been enchanted to selectively dampen certain sounds and kinds of magic. Haste and slow type effects do not have any affect on you while you wear them. Additionally, it is impossible to harm your hearing in any way with them on. Finally, in the moments after any of these kinds of effects are resisted, you will deal far more damage on your next strike. It seems the Banshees would do best to fear you instead of the other way around.

Conga Crown (400 CP)

This stylish crown of golden bands and comfortable red velvet is just begging to be worn. It has a pair of powers. The first allows you to look stylish no matter what you're actually wearing. Naked in an English Ball? People will compliment you on the extremely fashionable cut of your suit and ask where it was tailored. On top of this, you will find your strength easily surpasses even the largest of apes. It would be no trouble at all to, say, toss a barrel and shatter it against an opponent.

Boots

Boots of PAIN! (50 CP)

Boy these things are uncomfortable. We're talking constant foot cramps and blisters while you wear them. But they come with a powerful enchantment that causes each of your footsteps to pound with the force of a charging rhino. Anything you step towards while wearing these takes some serious damage. Try not to walk into any china shops with them on.

Greaves (50 CP)

A combination of metal plates and fabric padding make these leg protectors a serviceable, but unexciting, way to round out one's personal protection.

Ballet Shoes (50 CP)

Pretty and pink and sure to make you feel like a special little princess. They don't offer any protection, but they do provide a minor increase to your agility and flexibility when worn.

Explorer's Boots (100 CP)

These shoes certainly look like they've seen a few adventures already. Still, they're sound enough to see you through dozens more. So long as you have shoes on, feel free to: walk on water without sinking, step on molten tar without sticking, stride atop hot coals without burning, and stroll on the surface of dangerous ooze without getting poisoned.

Lead Boots (100 CP)

Heavy, sturdy, and tipped with spikes on the underside. You'll have no issues or slips on any slippery surface, ice included, and the metal is thick enough to protect against spike traps as well. Even a charging minotaur would be hard pressed to shove you around with these on.

Boots of Strength (100 CP)

A pair of simple leather boots equipped with steel toes. They also come with an enchantment to increase your strength, particularly that of your legs. Perfect for kicking around anything in your path.

Winged Shoes (150 CP)

They might look a little ridiculous, but these leather boots with wings sprouting out of the heels are one of the best ways to traverse any dungeon. Just click the heels together and you'll start hovering several inches off the ground. Gliding around is as simple as walking too. They even work over liquid surfaces. You certainly won't have to worry about floor traps with these boots on.

Boots of Leaping (150 CP)

These green boots are certainly odd looking. And they feel like they were made out of the skin of a toad. Still, they are effective at moving around. Each step you take while wearing them moves you the distance of two. You can disable the enchantment if you like, but it takes a moment to kick in. You will also want to remember that they only allow you to walk on water or sticky surfaces unhindered while the enchantment is on.

Boots of Lunging (200 CP)

A pair of white boots with crimson trim and laces. These are the ultimate in movement magic. They are capable of turning every step you take into as many as five strides. Changing the distance of your step is as simple as thinking. Additionally, should you happen to jump on anyone or anything while wearing these boots, you will find them singularly suited for the purpose. Whatever you land on will take a significant amount of damage, far more than just your weight would account for.

Rings

PAIN! (50 CP)

This metal band always seems far too tight on your finger. And it always seems to be itching you or pricking you with spikes you are certain it doesn't have. However, the discomfort might be worth putting up with. Whenever you attack while wearing the ring, a small amount of the damage you inflicted echoes out onto any nearby (within arms reach) enemies.

Uncertainty (50 CP)

An unusual and wildly enchanted ring that has the capacity of duplicating the effects of any of the other rings on this list, save Wonder. But you are not in control of which ring this one decides to emulate. Each day, or death while you are inside the Crypt, the Ring of Uncertainty changes which ring it is mimicking randomly. It will absolutely resist all efforts to divine its properties. Only experimentation will reveal its secrets.

Charisma (50 CP)

A simple enchantment on this copper band allows you to appear more attractive than you really are. While not all that useful in the Crypt, the merchants found down here will offer a slight discount to you while you wear it.

Protection (50 CP)

This silver band dedicates itself to blunting blows that would harm its wearer. The shielding it provides is not perfect or very strong. Still, it will be enough to turn aside glancing blows or dull incoming thrusts a bit.

Peace (100 CP)

It's not really certain why this jade band was enchanted to make the wearer look more innocent. But the practical upshot is that your enemies will hold back a bit while you wear it. They'll be a little less willing to harm you. Of course, it doesn't really work on complete monsters or the mad.

Gold (100 CP)

A thief's best friend. This golden band is painted to appear as if it is just bronze. Any gold, be they in coin, bar, or formed into piece of art, that you come within arms length of can be picked up with just a thought while you wear this ring. The only stipulation is that nobody can be holding the gold at the moment. Just make sure your pockets are deep enough.

Regeneration (100 CP)

This iron band doesn't look like anything special. However, slip it on and you'll discover a soft, steady magic sleeping inside. This ring will slowly heal your wounds while it is worn, drastically increasing your ability to recover from injury. It won't do severed limbs though.

Shielding (100 CP)

An odd ring, but one well worth the price. The Ring of Shielding is a silver band with a carved amethyst set into it. It offers absolutely perfect protection against a single attack, then shatters. It always acts against the first attack you take after you put it on, no matter how minor it is. You will find a new ring inside your pocket a week after the previous one breaks.

Piercing (150 CP)

Armor is such a pain. Thankfully the Ring of Piercing is here to make sure your enemies can't hide behind their sheets of steel. While worn, this ring subtly guides your strikes to slip past armor and shields, allowing you to find the more vulnerable spots on any foe.

War (150 CP)

Subtlety? What's that? This brass ring always feels warm to the touch no matter where it has been. It also increases the strength of the wearer substantially and increases the force of any melee blow to the point that it can shove enemies off their feet with each strike.

Luck (200 CP)

This golden ring does exactly what the name suggests. It makes you wonderfully lucky while you wear it. Any games of chance you play will almost seem to be rigged in your favor. You also seem to have especially wonderful luck when it comes to finding the choicest bits of treasure. Additionally, bats seem to have some strange aversion to those who wear this ring. They will do their absolute best to avoid the wearer and only attack if left absolutely no other option.

Mana (300 CP)

A truly powerful ring carved of solidified mana. Or so the salesman would have you believe. This band of blue crystal always seems just a little colder than the room around it. When it is worn, your spells will be stronger and you will find your magical energies returning significantly more quickly.

Spells

Heal (50 CP)

A minor healing spell that is effective in a pinch and quick to cast. It takes quite a while for this spell to recharge between uses, so don't count on it as anything more than a band-aid.

Fireball (100 CP)

Despite the name, this spell actually causes lines of fire to erupt from each hand when it is cast. The pillars continue in a straight line for quite a distance and work best on grouped foes. It takes a moderate amount of time to recharge this spell between uses, but defeating enemies in other ways makes it recharge faster. If you would prefer this spell to have a different element, you may choose ice, wind, or lightning instead. Or buy them all if you really want to control the elements.

Freeze (150 CP)

This spell takes a short incantation to cast and recharges slowly, but it can easily turn the tide of a battle. Upon casting, all your opponents in a short radius around yourself freeze in place. As if they had been turned to ice. The spell only lasts for a few moments, but it can also affect the environment around you. Puddles of water will turn to ice, fires will be extinguished, and even hot lava will be cooled enough to stand on.

Shield (200 CP)

The Shield spell is quick to cast as it is meant to be saved for emergencies or surprise attacks. It surrounds you with magical shields made out of pure force that will render you immune to damage for a few moments. During this time you'll have full range of motion and be able to attack past the shields with ease. This spell recharges very slowly.



Adventuring Gear

Backpack (50 CP)

Nothing fancy. Just a leather pack made for slinging over your back. It'll make it easier to carry treasure, weapons, and other items found in the dungeon than trying to stuff it all into your pockets.

Holster (50 CP)

A simple leather holster made for strapping a weapon to your waist, back, leg, or any other place you feel like getting inventive with. Within reason, of course. This holster will alter itself to suit whatever weapon you put into it. Just don't try to shove a battleaxe into your boot. The results will be uncomfortable and you'll probably lose a few toes in the process.

Bag of Holding (100 CP)

A much fancier backpack dyed yellow and stitched with a few lines of golden ivy down each side. Any objects you place inside the Bag of Holding are made much, much lighter. You still have to fit everything inside, of course, but even a backpack full of cannon balls won't slow you down.

Compass (100 CP)

This compass has two arrows on it and is designed with adventurers in mind. The black arrow points to the north, as normal. The blue arrow, however, points towards the strongest entity in a given area that isn't you. As an example, while you are in the Crypt, it will always point towards the Necrodancer. Thankfully, the Compass is a little smarter and will point you towards the stairs and not down through the floor. It won't direct you around walls or passages though. It's not that smart.

Scroll Case (150 CP)

Holding just one scroll at a time is for chumps. This case allows you to hold as many scrolls as you want and even comes with a small assortment already. The scrolls are all one use, but the case will gain five random scrolls per week. If you manage to leave this Jump it will instead restock itself with one of each of the scrolls every week.

Life Potion (200 CP)

This innocuous red bottle doesn't look like anything fancy. The liquid inside bubbles and fizzes of its own accord when jostled and has a pleasant cherry taste when imbibed. When you drink it, it will restore you to full health and vigor. Wounds will be washed away, no matter how greivous, and your stamina will be as if you had just had a good night's rest. You only get one of these bottles each year and it will not refill if you do not use it.



Drawbacks

You may gain a maximum of +1000 CP from Drawbacks

Dance, Dance, Revolution (+0 CP) [Cannot be taken with Pacifism.]

You've grown tired of the weight of weapons of your hands and the feeling of cutting your way through foes like so much wheat. So you ask for a different challenge and, boy, have you got one. You still have access to the powers from your other jumps, but they no longer function as anything more than special effects. Fireballs burst into confetti and Lightning is now just a glorified light show. There are fewer monsters in the dungeon, one per room in fact, but each will challenge you to a contest of dance and showmanship. Each has their own style and you will have to show them up or be banished back to the Lobby in shame. The regular monsters are rather skilled and the boss of each level is a unique challenge of their own, but you had best bring your freshest skills if you hope to beat the NecroDancer. Should you have a crew of backup dancers on hand, expect to find all your challengers with similar numbers behind them.

Record Scratch Raqs Sharqi (+0 CP)

So, you want something else on the jukebox? A different set of songs to get stuck in your head while you challenge the Necordancer? Very well. You can import any soundtrack item or perk you have bought during your Chain. Various songs from it will play on each level of the Crypt instead of the normal ones. Just don't get yourself in over your head.

Polka Polka (+100 CP)

What abomination have you wrought? Every song in the Crypt has been transformed into a Polka version of itself. Even if you take **Record Scratch Raqs Sharqi** as well, your imported music will be transformed into a Polka version of itself. Even outside of the Crypt, this world seems to have only the one kind of music. It is insidious and you will hear no other kind of music, no matter what you attempt, during your time here.

Beat Bunny Hop (+100 CP)

Even though you can feel the beat thudding into your skin, you just can't seem to get into the rhythm of things. Your enemies inside the Crypt keep gaining steps on you as you stumble to catch up to the beat. Expect to take far, far longer to get the hang of grooving to the tunes here.

Monkey Mamba (+100 CP)

Jailbreak in the Crypt! This is not a drill! Expect truly horrific quantities of monkeys to plague every level on your way down. Don't worry, I'm sure you'll get used to the smell of a dirty monkey pressed against your face really quickly.



The Monster Mash (+200 CP)

No starting things out easy for you. The NecroDancer has stocked his dungeon with only the best of the best to ensure you die often for his amusement. Expect every monster you encounter to be tougher, deal more damage, and have surprising new abilities. Bats with breath weapons will not be uncommon.

Treasure Chest Tango (+200 CP)

Don't expect to find much treasure laying around. The NecroDancer has grown wise to the ways of adventurers and has long since exchanged all his loot chests with mimics. Don't worry, there's still treasure inside, if you can get to it. You didn't need all your fingers anyways.

DLC Downloaded Disco (+200 CP)

The Necrodancer is no longer the final opponent. A few years after he has been defeated you will be drawn back into the Crypt again and forced to fight again. New horrors have invaded the Crypt alongside old ones given new life, all commanded by a new master. The Conductor has chosen to blend a twisted form of science into the magic of the Golden Lute. Only when you descend the dungeon a second time and defeat her will you be free again. A feat made all the more challenging by the new depths she had dug herself to.

+ Tick Tock Time Warp (+400 CP)

Tempo's curse has come to haunt you as well. Your heart has been replaced with a vile clock that feeds off the lifeforce of those you defeat. If you do not defeat an enemy every sixteen beats of the Crypt's music, you will perish. Thankfully, once the Conductor is defeated you can use her discarded tools to pry it out of your chest and free yourself from this Drawback.

+ Hardcore Hand Jive (+400 CP)

Normally The Conductor's music filling the Crypt would keep those who enter trapped in the same manner of The Necrodancer. But you have escaped once and now the music no longer holds you. You will not have the protection against repeated deaths this time around.

Golden Lute Grind (+200 CP/+300 CP)

What? The NecroDancer isn't enough of a challenge for you? Fine then, but don't say we didn't warn you. The Golden Lute is a cursed artifact that takes the shape of a giant dragon. After you take down the NecroDancer you must fight this horrible beast in its trap-filled room. You must also take it down without missing a single beat. Fail and you'll find yourself struck dead and right back in the Lobby again, NecroDancer revived, and the Crypt waiting for your assault all over again. Should you



have also taken the DLC Downloaded Disco Drawback, you will have to defeat the Golden Lute all over again after defeating the Conductor. Except this time it will have all new tricks to augment the already impressive challenge it offers. But at least you'll get an extra 100 CP to compensate you.

Poverty Pasillo (+300 CP)

Perhaps you actually did belong to one of those monasteries that demands this vow be taken by their initiates or maybe you have an extreme fear of loose change. Either way, merely carrying gold is suddenly extremely painful to you and the more you carry the stronger the pain grows. Blacking out at twenty coins is common. Don't expect to see a lot of sympathetic merchants either. Your Companions feel the effect of this drawback as well.

Pacifism Polonaise (+600 CP) [Cannot be taken with Dance, Dance, Revolution]

You feel an overwhelming rush of empathy for those poor monsters trapped inside the dungeon with you. After all, it's not their fault that they hunt you down and feast on you time and time again. They're bound here just like you are by the magic of the NecroDancer. Okay, maybe not, but in any case you cannot bring yourself to hurt the horrible beasties. Weapons, any weapons at all, cause your skin to blister and boil until you can't hold anything at all. But at least you get this flower. I'm sure that will be tons of help. Your Companions feel the effect of this drawback as well.





Closing Time

Time for you to go back to where you will be from. Whether it was a hellish hop haunted by horrors and heavy metal, or a delightful dance with demons delivered in double time, your time in this world is done. But, as always, there is one last choice for you to make before the song ends.

One Last Waltz

Perhaps this place was the straw that broke the camel's back or maybe you have finally begun to feel the weight of the dozens of decades you have lived. Whatever the reason, you decide to turn away and head back home.

An Eternal Tango

Why would you want to leave now? You've only just scratched the surface of this strange, unusual world. Are there other themed dungeons out there? You don't know, but you're going to find out.

The Second Stanza

This place sure was something out of the ordinary, but at the same time you can't deny that you had fun. Trying something new and different is the reason you're out here. Or maybe it's something else and you just haven't had enough yet. Whatever! Onward!