# =====Generic Dungeon Builder V2=====

**2.21**

**By DBAnon/Unagi**

*Minor Hotfix Edition*

Some people travel the world, righting wrongs and killing monsters
Some people lord over the forces of darkness, raising the dead and wrecking havoc
But do you ever wonder who the hell builds all the weird temples?
The ominous hell-castles hanging upside down cave ceilings?
The floating pyramid-fortresses?

For the next 10 years, that's going to be you.

*Your age and your gender are entirely up to you. Go nuts. Nobody cares here, as long as you make some absolutely badass architecture.*

**You gain [+1000CP]**

**Locations:- Roll 1d8 for your location, or pay using 50cp**

1. **Centerlands-** *Forests, meadows… yes, this is the perfect location for the beginning of an adventure. Lots of beginner adventurers travel these areas, making it a nice place for you to start building things for them to challenge.*
2. **Northlands-** *A frozen tundra, full of ice-elemental monsters, trolls and huge animals. The underground houses large dwarven cities, and all the natural caverns might also make for a good place to build something.*
3. **Southlands-** *Flooded forests and bogs after a catastrophe long ago. Ancient abandoned temples hold many opportunities to learn of old architecture and magic, as well as loot to… repossess into your own dungeon. Or you could renovate.*
4. **Eastlands-** *Fire, volcanoes and dragons. Absolutely inhospitable to human settlements, but dungeon builders make do. Who knows, maybe monster races will move in?*
5. **Westlands-** *In a world of fantasy, a land of science. Cyborg monsters, mad scientist creations that slipped out of their very very very loose leash, maybe… are those aliens? Well, they probably get paid just the same as any other worker.*
6. **Somewhere Weird-** *Outer space? The inside of a giant monster? Clipped outside of reality and into the testing room? All perfectly good places to build a dungeon. Might have accessibility problems, though.*
7. **Dungeon Builder Academy-** *Well, people don't suddenly gain architectural skills out of nowhere, so a place like this must exist, right? Depending on your origins, you might be a professor here, or someone looking to learn to build your own dungeon more in depth than any perks may allow you.*
8. **Free Choice!**

**Origins:**

**Drop In -** You aren't from here! And while an interdimensional traveler might raise some questions, that might just make you more of an attractive hire for Overlords.
**Novice Dungeon Builder-** Either still studying or apprenticing under a more experienced

architect, or just setting off on your own, you're new to the business, but have a lot of spirit!
**Expert Dungeon Builder[100CP]-** With probably more than a few years of experience under your belt, having worked for heroes and villains and governments with a particular huge sewer fascination, your skills are enough that you can definitely teach the younger people a few things.
**Hero-** Oho! A hero getting into dungeon building? Whether it be to lure away all the monsters into one place to keep their population in check, or perhaps to train other heroes, your dual career gives you a few interesting options to pursue. Besides, nobody said all the loot you put in the dungeon had to be yours.
**Overlord-** People don't get your vision for your great amazing super-cool evil flying castle that is totally not generic. Or maybe you just want to be as hands-on as possible when building your Fortress of Doom™. Fact of the matter is, you've got the skills to lead your minions a lot more directly, and maybe a few rituals to make them more easily.

**Perks:**

**==Drop In==**

**Merchant Dungeoneer [100CP- Free Drop-In]:**
Dungeon building is an art, but it's also a business. And you know what else is? Merchantry. You've become very good at managing your dungeon's cost and profit, as well as buying all the necessary supplies someone without connections like you will need. You find available providers for the goods you need easier, as long as it's something actually sold in the world- If you need Ethers and other mana potions, it's not hard for you to buy them in bulk, but to find actually good loot to place in your dungeon or use yourself you'll likely still need to craft or delve.
**Duke *and* Duchess of Games [200CP- Discount Drop-In]:**
People sometimes need to lay back and have some good, honest fun, and you're here to provide that. When you begin a challenge, a contest of skill, or even just a good old party, you find people join much more readily- Even if it's hosted inside a dungeon, as long as your motives are clean. Celebrate a huge festival, draw everyone to your carnival dungeon, and just make sure everyone's having the time of their lives. They'll be sure to come back.
**Unexplained Dungeon from OUTER SPACE [400CP- Discount Drop-In]:**
Rolling in like the wind and leaving without a word, it's the Jumper! Maybe you roll differently, but you're much more capable to do this sort of thing even with buildings, now. You've become much better at obscuring your work while it's unfinished, and once it's done, you'll find people question it far less. Maybe a fog rolls in for a few weeks and once it's done there's a chilling gothic castle by the lake that wasn't there before- so what? People will definitely investigate, but unless you want to, people won't just go into a panic and send an army to your doorstep.
**Employees Only [600CP- Discount Drop-In]:**
People have an unfortunate habit to get in places you don't want them to and find things you'd rather they didn't. Now, you can hide things practically anywhere- even something as simple as an 'Employees Only' sign seems to ward off curiosity in anything but the most dedicated, respecting your privacy far more. Perfect to hide the inner workings of your

dungeon while keeping easy access to them for yourself.  They won't even look at the man behind the curtain.

## ==Novice Dungeon Builder==

**Getting right to work [100CP- Free Novice Dungeon Builder]:**
Ahhh, procrastination, my eternal enemy. But no longer. You can now actively choose to put aside distractions at any point, and have the willpower to just stop procrastinating and get right to work on your projects, not stopping until you are done. Whether through rain or snow or shine, you can always do your best and work your hardest.

**All According to the Blueprints [200CP- Discount Novice Dungeon Builder]:**
If there's one thing that's supremely important in architecture and in life, it's planning. Which is why you have become much better at making adjustments on the fly-  Calculating if everything will work out alright when you build it is one thing, but you excel at adapting those same blueprints to new situations and adjusting for structural damage or new conditions. Did the heroes suddenly get a new, out-of-nowhere power? That's fine- you can figure out a way to limit its ability to simply bypass large parts of your work relatively quickly, ensuring they won't just be able to blitz through it just because it wasn't in your original plans.

**Hands on Learning [400CP- Discount Novice Dungeon Builder]:**
Some people find it easier to learn by doing. Whether it's becoming better at architecture by doing actual building work hands-on, or practicing a spell over and over, you find it a lot more efficient to actually do the thing than to spend hour after hour studying how to get better at it. As well, when you teach someone to do things in this way, they will also learn faster from practical experience than any long drawn-out explanation you could give. Stacks on top of other learning speed boosters, meaning it's always more effective to do things directly.

**Wonder [600CP- Discount Novice Dungeon Builder]:**
Have you ever heard that all things are better if you put love into making it? This is especially true for you. Whenever you're crafting an item, or building a dungeon, or even just cooking for someone you love, this ability kicks in- The more love and detail you put into it, the more effort you spend to make it the best it can be, and the more you enjoy creating, the better the end result will be. Even an average swordsmith can create a proper magical blade fit for a hero if that hero is their beloved.

## ==Experienced Dungeon Builder==

**Just Business [100CP- Free Experienced Dungeon Builder]:**
Despite working for evil overlords and building their evil fortresses of doom or working for governments that may be at war with each other, you may not really adhere to their ideals. Now, over the years, you've gotten really good at avoiding the consequences- as long as your only help to your employer is business related, and you don't actually support them directly, you just seem to… evade people fighting you. They might be infuriated, they might be annoyed to see you just relaxing on a lawn chair on the beach once their enemy is defeated, but you'll be free to practice your trade without much consequence.

**A True Master is an Eternal... [200CP- Discount Experienced Dungeon Builder]:**
...Student. You can always learn more, and you've taken this to heart- incorporating new forms of magic, deviant supernatural architecture or occult rituals into your work becomes much easier. Finding ways to synergize your magic and technology with new discoveries

and entirely new systems leads to interesting results, and you know how to better fix the conflicts between the systems.

**I Minored in [X] [400CP- Discount Experienced Dungeon Builder]:**

You've had a very comprehensive education- having a journeyman level understanding of all general schools of magic you'd find in an average fantasy setting. Enchanting, Necromancy, Elementalism, Divination… Enough you get the gist of all of them and can develop your understanding of each through further study and research on your own. However, all this knowledge is specifically geared towards architecture and the building of dungeons- Your undead are worse at battle than they are at manual labor, you may not know how to cast fireballs on your own but know how to make fireball traps, etcetera.

**Keystone Dungeon [600CP- Discount Experienced Dungeon Builder]**

The peak way to attract adventurers to your dungeons and feed your Dungeon Core, and a very attractive sell to any Overlords or Goverments you want to get lots of money from. You have refined your understanding of magic and architecture to the point you're able to create dungeons that double as large-scale artefacts, always obvious and having some sort of impact on the nearby environment, sure to draw attention. Whether it's a giant glass tower that amplifies sunlight as it travels down and stores it as a power source, a giant flying fortress capable of large-scale bombardment or a temple that boosts agriculture and plant growth in a large area around it, your large-scale constructions bring great results. And probably lots of unwanted attention.

## ==Hero==

**Two Jobs, One Goal [100CP- Free Hero]:**

One wouldn't think that saving the world and building huge elaborate death traps or monster hotels are very compatible careers. Thankfully, you've learned to apply even seemingly disparate skillsets together, finding ways to use your knowledge of how to complete dungeons and fight monsters to design some high quality dungeons yourself, for example.

**Reemployment of the Wicked [200CP- Discount Hero]:**

It'd be horrible to fight hordes of monsters that could fit very well in your dungeon- and so you've learned to be very persuasive! You've become a lot better at redeeming your enemies, even those that you wouldn't think to. Giant slime monsters might be able to be tamed, dragons might swap sides if you make a heartfelt plea (and a promise of a lot of gold) and even minor villains might decide to help you out on your quest. Of course, this requires that you beat them first, though.

**The Whims of Fate [400CP- Discount Hero]:**

Sometimes, you find you simply want to do too much. The world needs saving, your family needs help at the farm, you have a billion side quests and a dungeon to build. Normally, this would leave you quite stressed- and while this might still be the case, you seem to have a peculiar type of luck. Perhaps it's fate, but you always seem to find a little extra time from your main goal to work on whatever else you need to do, and ways to do it even from a distance- whether it's managing your dungeon from afar via scrying during your breaks from fighting or just having a lull in your grand quest to visit a village you love and touch base with your loved ones, time seems to be on your side.

**The Grand Aegis [600CP- Discount Hero]:**

Where an expert dungeon builder might focus on flair or grandeur, or an Overlord focus on the raising of armies and command of their minions, a Hero is always sworn to protect.

Bridging the gap between your professions, you've found a calling, and that is defensive architecture. Utterly impregnable walls, unbreakable barriers- those assaulting your works with the intent to destroy them find it much, much harder to do so. While you may not create a truly impenetrable fortress, the avenues of infiltration and other weak points of it are minimal, and it would take someone truly skilled to exploit them.

## ==Overlord==

**The Wickedest of them All [100CP- Free Overlord]:**
The pomp, the flair! The villainous laugh that shakes the heroes to the bone and cracks the sky with lightning and thunder! These are all very important parts of being an evil Overlord, and you have them all down pat. You become much better at acting the part of the villain, as well as a truly, genuinely intimidating villainous laugh that will send shivers down the spine of anyone who hears.

**The Monster Mash [200CP- Discount Overlord]:**
An Overlord is nothing without a legion of minions! While others might recruit from the world around them, they truly excel at raising legions from seemingly nowhere. Whether it's binding devils, raising the dead, hiring mercenaries or doing heinous experiments to create strange beasts, you find your efforts to create more manpower for your goals easier. Comes with knowledge of diabolism and necromancy, as they're classics.

**The Evil Overlord List[400CP- Discount Overlord]:**
Never make the same mistake twice. When one of your plans is foiled, you soon know exactly what exactly went wrong unless it was deliberately obscured by the heroes, in which case you find it much easier to investigate. Of course, this comes with a mental, itemized list. You are much better able to teach your minions to never make these mistakes again, easing away worries of their incompetence giving the heroes a lucky break.

**The Sealed Evil [600CP- Discount Overlord]:**
Who's the biggest treacherous, technically-not-lying snake in the world? Some would say that title belongs to devils, but it might just be you. Cheating your way out of contracts with more powerful beings or more influential Overlords is somewhat of a talent for you- and you are specially great at turning the tables on any powerful evils you are drawing on for power, knowing the necessary rituals to bind great powers that you have some contractual or esoteric connection with into your Dungeon Core to increase its power output. While this will affect your minions, and likely draw great amounts of attention, it's sure to massively fuel the growth of your works, and provide quite a bit of magical power to tap on. You don't have much in the way of protection if they get out of it, so make sure a wayward hero doesn't break your Core.

## ==THE DUNGEON==

You have a 800CP Budget for this section only.
While you can develop all of the themes and features manually, buying them here lets cores like Soul and Mechanical grow them naturally, and gives you great skill at building them immediately, no research needed. Golden Core instead will supply you with the materials to build these things on your own

**Dungeon Cores:** These cores all provide your dungeon with the power it needs to maintain itself, as well as sustaining and respawning your minions in case of their death by burning power. Beyond the power they naturally generate, adventurers fighting and facing challenged in your dungeon generates extra power. If an adventurer reaches the end of the dungeon, they may connect with the Core and spend a large amount of it's stored power to gain benefits or even destroy it, so you should protect it well. At the beginning of each jump, you get a miniature version of any Cores you've purchased that you can put down to regrow previously built dungeons, up to 100 floors in height over the first year. You get one free. A dungeon can only have one core.

You may also import an appropriate item you own into a Core for **[100CP]**

**Mini [50CP]:** A Dungeon Core that will not grow past a certain point, up to 10 floors maximum, but does so much more quickly and can be redeployed in days. Perfect for non-megadungeon needs, guild/training halls, or cool, monster-infested summer homes.
**Soul [200 CP]:** Bound to your soul but in no way damaging it if broken, this is the traditional Dungeon Core. The Dungeon will organically grow around it over the years, at a rate of 10 floors per year, and you are able to modify its contents as long as there are no adventurers or hostiles inside. While communing with the Core, you're able to see the entirety of the dungeon at once.
**Mechanical [200CP]:** A prototype Dungeon Core made entirely through magiteknological means. Advanced mechanical thaumaturgy means you grow floors at a rate of 20 floors per year- however, any modifications you make will have to be manual. Much better suited to adapting technology and magic from other worlds quickly.
**Golden [100]:** Instead of naturally growing a dungeon out from itself , the Golden Core generates one thing: Cold, hard cash, appropriate to the setting you're in, more than enough to outvalue the cost of the materials the other two could generate. This means that, if you're willing to put in all the hard work- or get your minions to do it for you- your dungeon will grow the fastest out of the three.

**Themes: You get 1 Free.**

1. **Voyager's Theme [400CP, Discount Soul Core]-** You have traveled many worlds, my friend, and have many left to visit. So why not take a piece of them with you? This theme naturally replicates things from other jumps- architectural styles and aesthetics. Stacking it on top of other themes can further refine it- You may create an outdoors area resembling a broken, open-to-space derelict ship you once visited, or imitate the magitek factories of certain worlds with Industrial.
2. **Industrial [200CP]-** Cling Clang, gears tick and coal fumes fill the air. All your technological creations and traps find themselves somewhat boosted in here, becoming more responsive and slightly stronger. Developing new and exciting ones comes easier to you and your minions if they're working here, as well.
3. **Great Library [200CP]-** ...Or any other sort of magical workshop-styled dungeon! Whether it be massive walls of bookcases with precarious bridges, hidden arcane laboratories or alchemy workshops, all your magical creations and traps are boosted in here. Developing and researching new magical items or rituals comes easier to you and your minions while you're working here, as well.

4. **Natural [100CP]-** Caverns full of vines and blooming flowers, indoor rivers and lakes, the works. Spirits and more animalistic monsters will come to live here of their own volition if it is well tended to, and natural magic comes more easy here, both for your minions and for any adventurers coming in
5. **Home...[100CP]-** Mansions, abandoned apartment buildings that have rooms clearly not meant for human habitation… This theme is for abandoned or perhaps maliciously re-inhabited living environments. Servants may file in, not really fighters but helping with maintenance and cleaning after the adventurers have come through. It's also quite comfortable. Secret passages behind bookshelves optional but encouraged. Can be combined with other themes, in which case the staff will be appropriate to them.
6. **Elemental [50CP, Can be purchased multiple times]-** Strongly imbued with an element, either the classic four or something more esoteric like Metal, Lightning or Sand. While it doesn't get into high concept stuff, it has the benefit of drawing elementals of the type to it, as well as being able to stack on top of any other theme.
7. **Outdoors [100CP]-** Despite being possibly deep underground, this theme allows your Dungeon to have an open sky. Perhaps an area surrounded by a field of stars, or a great meadow flanked on all sides by jagged rock, it attracts flying monsters and naturally gives them a lot more room for maneuvering.
8. **Gothic [100CP]-** A horror staple. Grand cathedrals, spooky vampire castles or abandoned, haunted mansions. Naturally draws the undead and the once-human, who find it rather comfortable. The weaknesses of those kinds of creatures are also lessened within areas using this theme.
9. **Living [100CP]-** Organic walls, squishy floor, the pulsing blood that thrums all around you as you delve deeper and deeper into the dungeon. That's the kind of experience your "guests" will have with this theme- letting you create something akin to the insides of great beasts, a completely living dungeon. If the architecture is damaged, it'll mend on its own over time without spending power from the Core, and it's likely to fight back against those that try to dungeon bypass through brute force.
10. **Holy [100CP]-** Hallowed halls and blessed stone. A perfect nest for angels and clerics, who shall surely flock here to… tend to the flock?

**Advanced Themes: These majorly affect the function of the parts you apply them to. Can be stacked on top of other themes.**

**Accursed [200CP]-** Fear all ye who enter the curse of the dungeon! You are able to lay specialized curses on your floors- such as people being unable to stay out of safe zones for too long before their health begins draining, or inflicting status effects if certain parts of the floor are touched, it certainly increases the tension.

**Newtonian Nightmare [200CP]-** The gravity in your dungeon is distorted, bent to the will of it's architect. Whether shifting on a timer, letting adventurers walk on walls or having zones where there is no gravity at all, you'll be able to make some very interesting works with this.

**Dimensional Impairment [200CP]-** A curious twist of space. This allows you to create 2-Dimensional spaces that may be traversed, limiting how far adventurers can move on one axis. It can even be used along with scrying magic to distort their perspective to outside their body, which is sure to be an interesting experience

**Sentient/Sapient[200/400CP]-** Your dungeon is an interesting one- be it a bound soul, thaumaturgical construct, AI, or just be an actual animal or elemental, it can think on it's own

to either a limited degree (Enough to perform simple operations and orders under your command) or, for another 200CP, become it's own person- capable of doing complex work in itself and even self-design. With this, the possibilities have greatly expanded… Just treat it well, will you?

**A House of Leaves [400CP-Discount Soul Core]-** You may have majored in non-euclidean architecture. Straight hallways that loop in on themselves, rooms that are bigger on the inside than the outside, places entirely opposite on your dungeon being connected by a small employee-only door- these are all things you can build quite competently.

**Procedurally Generated [400CP- Discount Mechanical Core]-** This one's a bit strange. While you could definitely continue to draft plans and grow your dungeon with a personal touch, sometimes you might be a bit too busy to design complicated plans. That is where this advanced theme comes in- you are able to set a series of rooms, themes as features as a "pattern", different versions of which will grow naturally from your dungeon to create perhaps less imaginative but much less design-work intensive extensions to it. Perfect for filling in floors you can't think of anything for, or just adding a few extra rooms without much hassle. For Golden Core, the Core will create autonomous golden drones that build them for you, consuming it's resources.

**Dungeon Towns [400CP- Discount Golden Core]-** But what's a dungeon without a place to rest? It could be a long slog. This is why you've decided to build entire towns, even in the middle of your dungeon! From small villages in-between floors full of non-hostile monsters to whole cities on your flying fortresses, these generate a steady income, taking away that hard-earned money the adventurers have on them in exchange for goods and services. Facilities such as equipment shops, inns, maybe the odd hot spring or two…

**Dungeon Decrees [600CP]-** Some dungeons have special sets of rules. Maybe all the adventurers are set to the power of someone starting out on their journey when they enter, maybe nobody can truly die inside the dungeon. Maybe all they gain inside is forfeited if they leave before completing it. All these laws must be made known to adventurers when they enter a floor that's subject to them, and they must not make it impossible to complete the floor with the restrictions on, lest the decree fizzles out.

## Puzzles and Features:

**Block puzzles [50CP]-** The classic! This set of unbreakable, moderately-pushable large cubes of whatever material you want them to be are perfect for switch activation and designing puzzles around. They always reset to their original position once adventurers have left the floor, meaning you don't need to put them back in place, and can be manually reset if people leave and re-enter the room without completing it.

**Complex Switch Mechanisms [50CP]-** Have you ever wanted to give your switch puzzles a bit more personality? Perhaps you want to make them extremely complicated. Either way, this option will let you more easily set up complex systems with several switches as variables- not necessarily physical switches either. Checking the water level in one vat or it's contents and making the doors open is just the start.

**Yet Another Water Level [100CP]-** Hydrodynamics. What a fascinating subject and one dreaded by so many adventurers everywhere. You can safely flood your dungeon with a variety of liquids, whether it be the relatively harmless (read: drowning hazard) water or far more dangerous things like lava or acid- without needing to spend days draining the whole

thing or worrying too much about damaging it all. Safely transporting these potentially lethal liquids all around your dungeon is much easier in general.

**WAAAAAAARP PAAAADS [100CP]-** The creation of teleport pads is usually rather complicated, but being a much dreaded feature of dungeon design, teleporter mazes are now something you can create. You can also create larger teleporting artifacts or rooms that allow adventurers to move between floors they've already visited much more quickly- or for you to move all around without issue.

**Mimic Squad [100CP]-** A large group of shapeshifting mimics, capable of taking the form of any inanimate object in your dungeon, with a preference for chests.

**The Party Never Ends [100CP]- MINIGAMES!** That sometimes dreaded, sometimes beloved feature. You are able to create complex minigames and link their completion to the activation of mechanisms- You can make it so defeating a goblin at poker will unlock the door, or so that adventurers need to earn a certain amount of money from minor games to proceed. The possibilities are endless if you've got a mind for game design

**Portraits of Ruin [200CP]-** A quite particular set of empty paintings you can install anywhere in the dungeon. You can walk through them into a rather large empty space, up to the size of a city, which you can apply Themes to and build in using both your Core and manual means. The changes inside will be reflected in the beautiful artwork of the painting, and adventurers may enter these paintings as well.

**Temple of the Item [200CP]-** When you design a dungeon around the usage of a certain item- say, a hookshot, or a bow, or a hammer that can break specially designed walls- it would be a shame if a lot of people found themselves utterly unable to complete it because they don't have it. No longer! With this feature, you can designate a chest holding an item necessary for the traversal of your dungeon as "Essential"- This means that, whenever a new party of adventurers comes in, a copy of said item will be spawned. Not only that, but you can put special limitations on these copies- such as disappearing once they leave the dungeon, being unable to be used in certain rooms, or only affecting particular switches if sequence breaking isn't your thing.

**Ecunumenical Temple [200CP]-** A set of twelve shrines to forgotten gods. Monsters and adventurers that pray at these shrines may acquire extra power, as long as they're willing to subject themselves to the restrictions featured on the specific shrine. You may set these restrictions at will, but cannot change them while someone is still benefiting from them, so think carefully. The more restrictions, the more blessings one may receive.

**Mirror of the Heart [200CP]-**This mirror has a truly, truly dreadful power. When an adventurer (or otherwise dungeon guest) steps in front of it, it captures a true image of their heart's wounds repressed issues, a "shadow", or even a "true self" if you will. This Shadow will greatly inconvenience the person it was created after, forcing them to confront uncomfortable truths about themselves and perhaps, even, heal. Additional trauma may be involved.

**Binding [400CP]-** Wouldn't you want to take along the monsters you've defeated? Subjugate them to your will? Offer them a new chance? Here's you opportunity for that. When defeating a non-sapient monster, you may bind it to your dungeon to use it as a loyal minion. When defeating a sapient monster, they'll get the choice to agree or not. With this, perhaps, you can start building some very interesting encounters...

**Jumper's Moving Castle [400CP]-** Your dungeon has gained a method to move around the world by consuming the power generated by the Dungeon Core. Maybe it's massive mechanical legs, or maybe there's a powerful bound fire elemental powering it like a steam train- either way, it moves at a top speed of 80 km/h or 50 mph without you modifying it, though it'll use all its power to move at that speed. For a Golden Heart… it probably literally burns money.

**The Earth Remembers [600CP]-** Your core remembers the Dungeon better than most- so much so that it manages to restore itself to the condition it was left at in the previous jump in a matter of a year, without your input, or closer to a couple of months with active effort. This means that you can functionally continue to grow your Dungeon indefinitely without worries about being able to rebuild the whole thing every jump.

## Items:

### Orcs and Oubliettes [50CP]:

The premiere and most popular, though perhaps not best tabletop roleplaying system. It comes with an adventure module including all your dungeons, updating as you improve them. The storyline updates whenever you construct a new one or significantly modify a previous one to add more challenge, so it's perfect to run a campaign in worlds where you may not be able to just drop down your entire dungeon. Guaranteed to let you spot at least one design flaw during a campaign.

### Miniature Dungeon [50CP]:

A variable scale replica of your dungeon full of moving parts and clockwork copies of your favorite minions running around the inside. You can take it apart layer by layer to see the inside. A neat thing to put on your desk.

### Chest of Holding [50CP]:

A mainstay of dungeon design, these chests can be easily enchanted to only open when a specific trigger is set- whether it be all the enemies in a room being defeated or some arcane bullshit you haven't told anyone. The most important part, however, and what makes them different from normal dungeon chests, is that this one(1) singular chest has infinite holding space- whatever you want to bring out will always be within reach of your hands when you open it, and you can always shove more items down into it without limit.

**Dungeonmaker's Contact List [200]:** Ever wonder how you're going to get goblins and demons in jumps where they don't exist? That's where this little notebook comes in. While it doesn't allow you to hire anything particularly more powerful than a standard fantasy monster, calling these numbers and paying the necessary amount will let you hire generic minions in any world. Perfect if you need to change your thematics without having a freely available supply of goons

## Companions:

### Companion Import [50CP-400CP]:

You know how this works. 50CP per companion, with 400CP giving you a full eight. You may create or import a companion, giving them 600CP and half the Dungeon Stipend if you wish.

### The Heroic Band [200CP]:

A group of four heroic adventurers who travel the land, righting wrongs and challenging dangerous dungeons. Perhaps you hired them to take on yours and give you their opinions, or maybe you wish to train them so they can become even better heroes, but either way, they'll be glad to help. Or to be your rivals, if you're evil. They count as one companion, and under your guidance, if you wish to teach them dungeon building, will come to unlock all the perks of the Hero tree over time, only working to their full extent when they're working together.

**A Devilish Patron [200CP]:**

A powerful Overlord who wishes to hire your services for his schemes. While a very imposing and respected figure, none of his evil plans have ever gone well- always thwarted at the end by heroes. He hopes you can help him with this, though you could always just play into his more ineffectual villany, something he secretly enjoys more than actual world domination. Has the 100, 200 and 400CP Perks of the Overlord, and if you continue to aid in his evil overlord efforts will eventually attain the 600CP perk as well.

**Debbie, Expert Dungeon Builder [400CP]:**

A dungeon builder with decades of experience who looks far too young for it, Debbie might not even be her real name. What you can be sure of, however, is that she is an expert at building dungeons, and is willing to take you under her wing if you wish to learn the tricks of the trade. She comes with the entire Experienced Dungeon Builder perk tree

**Drawbacks:**

**Speedrunners [+100]-** Oh no. Somehow, adventurers keep finding flaws in the construction of your dungeon. The kind of flaws that let them skip puzzles and sometimes even bosses, or scurry along the inside of your walls. It's going to take a loot of effort to fix all these things...

**Metacritic [+200]-** Your dungeons are now being graded. By the adventurers that go through them, in fact- they've managed to setup a board at taverns to review them, depending on how rewarding or fun or challenging they are. Of course, this means if you make fun and engaging dungeons, you might get more people challenging them. On the other hand, failure to make an entertaining dungeon will see less people visiting it- and since your first works may not be the best, this may impact you long term if you're not careful

**GameFaqs [+200]-** Word of your dungeons gets around. And not in a particularly convenient way- people will tell each other the answers to puzzles, the difficult encounters and the weaknesses of your monsters. It'll become quite widespread- enough so that you'll probably wind up with far more people completing the dungeon successfully and finding all your vaults than you'd like.

**Mating Octopi [+400CP]-** All your dungeon designs are… confusing. Convoluted. Unnecessarily labyrinthine, both for the adventurers, your minions and, most worryingly, for yourself. This means finding the parts that need maintenance will be much harder, that reaching your core from the outside will be much harder even with secret paths, and for good measure, you're unable to teleport within it. But hey, so is everyone else, even if you didn't buy the appropriate feature.

**Dungeon Wars [+600CP]- [Cannot take with Debbie, Expert Dungeon Builder]:**

There are many dangerous things in this world, light-hearted though it might be. And one of them is pissing off someone who can summon monsters and build giant flying death laser fortresses. Congratulations on managing that. She will actively target you and your creations, tunnel under the earth to get past your defenses, animate your dead minions as

necromantic servants with knowledge of your dungeon, and generally be a powerful threat with a huge chip on her shoulder.
**Sweet Loot [+600CP]-** Adventurers can now find items from your Warehouse as loot in the Dungeon. Nothing is safe. Nothing is sacred. Tighten security and pray.
**Notes:**

**Thanks to my wonderful wives for being amazing people.**

**The deeper adventurers go into the dungeon and the more puzzles and battles they go through, the more power you'll be drawing from them. Making your dungeon completable is important if you want to generate extra power.**

**Changelog:**
**V 2.2**
**==>Added Mini dungeon cores**
**==>Added Sentient/Sapient**
**==>Added Mirror of the Heart**
**==>Changed some formatting stuff**