There Is No Epic Loot Here, Only Puns
Jump

V1.1 by Zookdook1 (Changelog under *Notes*)

Welcome to your new home Jumper! This is a land of monsters and adventurers, magic and mystery, and, perhaps most importantly, *dungeon cores*. As one of the inhabitants of this world, you will inevitably end up raiding dungeons or becoming one. Much of this world is hostile - you'll need to be on guard and ready for anything.

Regardless of what path you choose, take **1000CP** to prepare for your ten years here.



The Setting

Epic Loot is set in a fantasy setting that seems straight out of an RPG (if this is not your thing, take a look at the Drawbacks section) - in fact, it's part of a genre called *LitRPG*. LitRPG reconstructs RPG tropes in a written setting, answering the questions that are raised about RPGs and retaining many of the systems one finds in such games.

One such system is the dungeon system. Three major questions are asked of dungeons:

- Why are dungeons found everywhere, and in such variety?
- Why are dungeons full of loot and monsters *every* time, instead of just the first time they're cleared?
- Why, if dungeons are constantly full of monsters, are they not destroyed by the surrounding communities, such as via caving-in?

In *Epic Loot* (and many other LitRPG stories) these questions are answered by *dungeon cores*. Dungeon cores are magical relics which are not only alive, but *carnivorous*, and a major part of the magical ecosystem.
While the specifics vary depending on the setting, in *Epic Loot*, dungeon cores absorb, purify, and release ambient mana from and into the surrounding environment. This just generally *improves* things - people live healthier, crops grow faster, rivers run cleaner. The death of a dungeon core brings an end to this effect, discouraging nearby communities from destroying them.
The other reason they don't destroy dungeon cores is because dungeons are a source of renewable resources. Dungeons are the magical, man-eating equivalent of angler fish, and to lure in their prey they spawn loot - real, functioning loot that *does* actually work (else people would stop raiding them!). Thus, by clearing dungeons, communities can gather valuable materials and loot.
But why do dungeons want to lure in adventurers? Why are they carnivorous? Because when people are inside the dungeon, the core can draw on *their* mana too. They even get more if they wound or kill them. In *Epic Loot*, humans carry a primordial darkness, too - and dungeons feed on that too, sapping the 'seeds' from human souls in exchange for dungeon points (no relation to choice points). So dungeons are incentivised to feed on humans to accelerate their growth, which is the objective of most dungeons above all else.
As a result, a kind of symbiosis develops - humans don't destroy dungeons because they invigorate the environment and spawn 'free' resources, and while raiding those dungeons the cores get a bigger supply of mana and DP.

Not *every* core works like this, though. A certain core outside Durence seems to be operating very differently - perhaps something to investigate?

Set-Up

To choose your starting location, you may roll a 1d8 or pay 50CP to choose freely. You will appear either a year before Delta's core spawns, or at the exact time she does, your choice. Location is more important for some backgrounds than others - dungeon cores develop new traps, monsters, and decor based on what they can absorb from the surrounding area, so spawning in a desert will give them significantly different options early on in their development than spawning in a forest.

1. **Forest** - You appear deep within a forest. If you are a dungeon core, your core spawns in the base of a large tree, buried beneath the forest floor, with the entrance formed of an archway of twisted roots.
2. **Mountain** - You appear on a mountain path. If you are a dungeon core, your core appears in a cave carved beside the path.
3. **Desert** - You appear at an oasis in the desert, close enough to find safety nearby if you brave the sands. If you are a dungeon core, your core manifests in a pit near the oasis.
4. **Swamp** - You appear in a dank swamp. If you are a dungeon core, your core emerges in a clearing in a swamp, surrounded by bubbling pools, twisted trees, and noxious swamp gas.
5. **Icefields** - You appear on ice, as far as the eye can see, though there is a settlement close enough that you will survive if you go for it. If you are a dungeon core, your core is generated in a carved depression in the surface of an icy environment; the fantasy equivalent of Antarctica or other near-pure-ice biomes.
6. **Water** - You appear in a lake or other body of water, near a fishing village. If you are a dungeon core, your core materialises in an underwater location, such as at the bottom of a lake or even on the ocean floor.
7. **City** - You appear in the midst of a large settlement, a town or city. If you are a dungeon core, your core is produced in an urban environment of some kind, such as in some poor sucker's basement or in a castle's cellar.
8. **Magical** - Lucky you! You appear in a magical version of any of the above options or another appropriate place, like the underworld. If you are a dungeon core, your core arrives in a magical version of your choice of the above options or some other appropriate magical location, such as the underworld. While every option above may have magical elements involved (like giant spiders in the forest, or griffins in the mountains), this option ensures you appear in a location *swamped* in magic, like an enchanted forest or crystal cave. Or, perhaps, you appear in a location devoid of magic entirely, like Durence.

Choose your background from the following list. Your age is 17+1d20, and your gender is the same as your last Jump, or you can pay 50CP and change both within reasonable bounds. If you are a dungeon core, your age is zero; you inhabit your core in the moment it appears in the world. Any origin may be taken as a Drop-In without associated memories for free.

1. **Dungeon Core** - You are a dungeon core, and you receive the *Dungeon* item for free, but you must take the *Tethered* drawback.

2. **Adventurer** - You're one of the many adventurers of this world, fuelling superhuman abilities with mana or gods. Some of the strongest adventurers, well, they might as well *be* minor gods.
3. **Monster** - You're neither core nor adventurer. Instead, you're a product of the Brother's experiments, an inhuman monstrosity sent to kill humans and collect seeds for your creator. Much of humanity views you as their enemy, but perhaps you can change their view? Or lean into the stereotype; your choice.

Perks

'Discounted' perks are 50% off for the associated background. 'Universal' perks are not discounted by any background.

Universal Perks

- **Pungeon Core [Free]:** Puns make everything better. This is always true, and if you disagree, you're wrong and should sit in the corner and think about what you've done. This perk improves your ability to make puns, and gives you the ability to make such puns even in the middle of the action, by enforcing a brief 'safe' period that sort of… *stretches* a moment in time so that you can make the pun without interfering with the flow of the action.
- **The Fifth [600CP]:** You are *Epsilon*, the fifth in a series of experiments by the Brother and Sister, and you are just as powerful as the other Four. Alpha has the potential to be *the* most powerful adventurer; Beta is *the* strongest monster besides perhaps Brother's enforcer; Gamma is *the* greatest weapon; Delta had the potential to become *the* most dangerous dungeon. Whatever background you've chosen, you represent the pinnacle of that background, and you have a direct connection to Brother and Sister to boot (be that a message system, a quest interface, or a MENU). If you are an adventurer, your strength and skill surpass all but the best. If you are a monster, you gain your choice of some inherent trait that puts you head and shoulders above your peers (for Beta, this was the ability to take on the form of any other monster, partially or wholly, by devouring them). If you are a dungeon core, your influence over the dungeon system grows exponentially as time goes on, allowing you to bend the rules in your favour. In addition, this perk acts as a **Capstone Booster**.

Dungeon Core Perks

- **Exploitation Dampener [100CP, free with Dungeon Core]:** Dungeon cores are extremely valuable resources, and the people of this world know it. The Fairplay corporation locates dungeons then locks them up by ensuring there's always at least one adventurer on every floor, exploiting them for resources, and selling off information on them for massive profits (while the dungeon is left trapped and unable to do anything but watch). They are… *unpleasant*, and this perk renders you a blindspot to them. Any time an individual or group like Fairplay would learn of you, they overlook it, or they get distracted, or they undervalue you and decide not to target you. This protection ends if you directly act against them, such as sending contracted monsters to attack them or something. After this Jump, it'll apply to anyone who would look to exploit you and your abilities.
- **Long Lasting Loot Lure [200CP, discounted with Dungeon Core]:** One of the big reasons for raiding dungeons (well, pretty much *the* reason for raiding dungeons) is that they contain loot, generated from raw mana. Unfortunately, this mana slowly deteriorates once it leaves the dungeon, so most loot has to be brought to certain high-tier adventurers who can repair and maintain this tech. While such adventurers *can* permanently halt the deterioration, they often won't, so their customers have to

keep coming back and paying. Not a problem for you: you can selectively choose to make your loot items perfectly stable, making them a hell of a lot more valuable. Additionally, you will develop a sense for what nearby settlements need, resource-wise, and they will develop a sense that they can gain that from your halls. Useful for getting more prey - or for helping out nearby communities, depending on what kind of core you're trying to be. After this Jump (and during it, if you're not a dungeon core), *anything* you construct out of pure mana will end up a lot more enduring and will last far longer than it has any right to, and you'll retain your sense for what people need and the ability to exude an aura that lets people know, subconsciously, than you can get them what they need.

- **Delta Effect [400CP, discounted with Dungeon Core]:** With this perk, your presence exudes the *Delta Effect*. If you have a tendency to anthropomorphise inanimate objects or systems, good, because now they have a tendency to grow sentience for apparently no reason beyond the fact that you treat them as though they *are* sentient. The more you interact with them, the more substance their identity gains, developing a personality and independent thought. This would allow you to turn your MENU into your very own Nu, for example, but it also applies to everything *else*, even in other Jumps. Things that develop sentience this way end up affectionate for you by default, so long as you treat them kindly, and such entities can… *bend* the rules slightly to accommodate you.
- **Genius Loci [600CP, discounted with Dungeon Core]:** Traditionally, the term 'genius loci' refers to an awareness or entity springing from a location. Dungeon cores are a form of genius loci by some definitions, with their minds tethered to the location and influencing it with their will. For you, though, the *genius* bit is more important than the *loci* bit. With this perk, you become a defensive super-strategist. Ideas, plans, and strategies geared towards protecting an objective spring forth like a torrent, allowing you to turn even the most disadvantageous situation in your favour. And when you're a dungeon core with considerable influence over the terrain surrounding your vulnerable heart? It becomes *very* easy to design a dungeon that becomes a nigh-impenetrable fortress when adventurers come to visit.
    - **Genius Loci | Capstone Boosted:** Perhaps being defensively focused a little too limiting. As the Fifth, your enhanced combat intellect expands to encompass *all* areas of warfare. At all levels, from the tactical to the strategic, you will find yourself outmanoeuvring the enemy with ease, both when going on the offence and when devising a defence. While it still doesn't extend to civilian considerations, logistics and propaganda are still a major facet of war...

Adventurer Perks

- **Class [100CP, free with Adventurer]:** Adventurers always manage to find themselves fitting into specific roles, be that wizard, warrior, rogue, or any other such class. This perk allows you to select a certain role like that and gain a boost to associated parameters, granting access to the local magic system if you choose a magical class. While initially your abilities aren't superhuman (merely near-peak or peak human), having a class allows you to grow beyond human limits and enter the realm of RPG heroes. This caps out far below the level of the bogeymen of Durence, but still puts you head and shoulders above any mundane human.

- **Lucky Buyer [200CP, discounted with Adventurer]:** Gathering materials can be irritating, especially common materials needed in large volumes. This perk ensures that you can find common resources much cheaper and in more plentiful quantities at relevant vendors, and specific rare resources are also guaranteed to be found in small amounts if you go looking for them - and at appropriately high prices. Never forage for basic potion ingredients again.
- **Blue Mage [400CP, discounted with Adventurer]:** “You are what you eat,” or so goes the saying. In a certain girl’s case, that meant gaining the ability to partially take on the forms of monsters that she’d fed on, as her father was known for making delicious dishes out of monster parts. While this was a burden for her, it’s not for you: any inhuman creature that you successfully eat enough of will have its traits stored in a kind of mental index you can access and call on at any time with an appropriate activation phrase. Draw on a dragon’s fiery breath, or a gryphon's great beating wings, or anything else you get the chance to eat. As a dungeon core, anything you absorb is added to the index too, and catalogued monster traits can be added to your avatar.
- **A Bogeyman By Any Other Name [600CP, discounted with Adventurer]:** In this world there are certain supremely powerful individuals. *Bogeymen*, if you will - druids of Blackthorn Forest, alchemists who make potions from dead gods, half-demon children of the king of hell, wizards who seek to burn down Yggdrasil. Now you’re of the same level. Whichever class or role you chose is stretched to its absolute limit and then some; warriors gain the strength to split mountains, wizards to call down natural disasters the likes of which have never been seen, rogues the speed to look like they’re teleporting. Maybe you should move to Durence? You’d fit right in.
    - **A Bogeyman By Any Other Name | Capstone Boosted:** On top of the buff that *The Fifth* gives to your capabilities as an adventurer, your limits on growth are effectively removed. Much like Alpha, you can visualise your own progress, and just like Alpha, you show no signs of plateauing any time soon. Anything that falls within your chosen role (magical power for a wizard, or strength and resilience for a warrior, or whatever) just never stops growing as you progress. Given time, even things outside that purview will begin to accelerate their speed of improvement.

Monster Perks

- **Inhumanity [100CP, free with Monster]:** You are a monster, and your form should reflect that. You gain an alt-form that takes the shape and traits of a single setting-appropriate monster, such as a chimera, a giant spider, or even a dragon. Additionally, you gain an in-built ‘morality switch’, allowing you to disable your sense of right and wrong and look at things purely in the sense of advantage or disadvantage.
- **A Monster of Legend [200CP, discounted with Monster]:** Sufficiently renowned monsters are left alone by most of the locals. With this perk, you develop a similar legend in each new Jump you choose to activate it in. This will never give away your capabilities, but it will be enough to spook the average layman, and even some adventurers. Be careful though, as a big enough legend will *attract* certain stronger adventurers in search of glory.

- **Smoke and Mirrors [400CP, discounted with Monster]:** A monster must hunt, and for that avoiding detection can be extremely useful. With this perk, your monster form gains the ability to take on a human form, with its features randomised each time, and while in your monster form you also gain the ability to 'throw' your voice to make it sound as though it's coming from some point within a hundred metres of your real location. You can also mimic any sound within the volume limits of your voice. If you do not have a monster form, these abilities are limited, with the mimicry less effective and the vocal manipulation less accurate. Additionally, you do not gain an extra human form without a monster form.
- **Monstrous Sovereign [600CP, discounted with Monster]:** The King of Monsters, Danmulecus, or perhaps just Mule, depending on his mood, is widely regarded as the most powerful monster ever created by the Brother. He wields phenomenal power, and now, so do you; you can match Danmulecus in a one-on-one fight, and carry the same cataclysmic power to simply *remove* large swathes of land. You also gain an alt-form even-more-monstrous version of yourself that towers over the treetops.
    - **Monstrous Sovereign | Capstone Boosted:** You have surpassed Danmulecus. Much like regular dungeons were a prototype for Delta, the King of Monsters was a prototype for *you*. In addition to a boost to your monstrous power, you hold dominion over monsters, able to turn any that you encounter less intelligent than a human into mere extensions of your will - and your metaphysical *weight* means even a human would be shaken by your commands, though they would be able to throw off any attempt at true control with significant exertion of will. Monstrous entities that aren't human but have the same intelligence (such as Danmulecus himself) will bend the knee, recognising your authority over them without any need for smothering mind control.

Items

Unless otherwise mentioned, all items can be purchased more than once. Followers purchased as items start the Jump in your Warehouse.

Universal Items

- **A Town Slightly Brighter [600CP]:** Durence is a fascinating place with an… *interesting* population. A shame about the whole 'mana-dead' thing, but that's not a problem for you: with this purchase, a settlement will form near your starting location. It's a traditional RPG town with no Grey, featuring standard things like taverns and markets, but also an apothecary and other more fantastical buildings. It comes with a corresponding population of residents too, all of whom are not just friendly but also loyal to you. You can instead choose to import existing followers as the population of the town if that would work better for you. In future Jumps, you can turn the town into a Warehouse attachment, or import it into the new settings as you go. For an additional **200CP**, a few of the inhabitants will be in the same league as the residents of Durence.

Dungeon Core Items

- **Dungeon [600CP, free and mandatory for Dungeon Core]:** A dungeon all of your own. This purchase grants access to the **Dungeon Builder** section of the Jump document, providing you with the beginnings of a dungeon. Dungeons are stored extradimensionally, which is how a single floor can have wildly different heights of certain rooms and such without exiting the local geography. Any attempt to access you via some method other than the entryway (such as by digging into the surrounding geography) will fail unless they operate dimensionally or subvert the dungeon system in some fashion, and if they succeed it may create a new permanent entrance to a floor lower than the first. If you pay **600CP** for this item, rather than *being* the dungeon core, you instead purchase a dungeon core that is remotely operated in an identical fashion. You may choose if the dungeon becomes a Warehouse attachment, or an import option at the end of this Jump. If you acquired this for free, then at the end of this Jump, the item upgrades to the paid version when the *Tethered* drawback expires, also allowing you to decide whether your dungeon becomes a Warehouse attachment or an import option.
- **Gutrot Mushrooms [100CP, free with Dungeon Core]:** Huh, would you look at that? A small bundle of mushrooms just spawned in your Core Room (or Warehouse if you're not a dungeon core). Gutrot mushrooms - stop retching and pay attention - are extremely toxic little plants that - I said stop retching! - are brightly coloured and have a tendency to grow just about anywhere they can. They're pretty horrible to eat (even lethal!) but they make great stock for themes and monster development, once you get over the horrible taste of their mana. Once used, a new bundle will spawn the morning after.
- **Three Creatures in a Trench Coat [200CP, discounted with Dungeon Core]:** Pshh, this isn't three goblins/kobolds/other-suitable-creatures in a trench coat, this is a perfectly normal human being who is here to tell you about the new dungeon they

found on their travels! This item consists of a small trinket suitable for the chosen creature type which, when held and triggered with an activation phrase, will summon three of them inside a trench coat or other appropriate clothing. They can then be sent to carry out simple tasks; most effectively, they can blend in with local society to spread information, whether that's the location of a new dungeon or something else. Despite their… *unique* appearance, it seems extremely rare for anyone to figure them out unless they act openly and overtly without trying to conceal their nature. The same three creatures will be summoned each time, and if injured or killed they can be resummoned 24 hours after they were dismissed or they died.

- **Encyclopaedia Arcanum [400CP, discounted with Dungeon Core]:** Getting access to magic is difficult as a dungeon core, since it relies on absorbing magic-related texts or magical creatures, which can be difficult to come across. Sure, you get some level of reality blurring from the dungeon system, but actual *magic* like wizards get? Hard. This dusty tome solves that problem. In its weathered pages is the easier half of the local magic system, comprehensively describing spells and magical principles from beginner to intermediate difficulty. Anything more than that *will* have to be found, but *anything* less than that can be found in this book. Since it spawns in your Core Room (if you're a dungeon, or your Warehouse otherwise) it is immediately broken down and the information absorbed. At the beginning of each new Jump, the book will respawn in your Core Room (or Warehouse), its pages having rewritten themselves to describe the current Jump's magic system in the same way. If the current Jump has no magic system, it does not respawn until the next Jump that does.
- **Dual-Core [600CP, discounted with Dungeon Core]:** One head is good, two heads are better. This purchase provides you with a second core, in a second Core Room, which can be positioned anywhere in your dungeon under the same rules as the first core. If one of your cores is broken and the other survives, the dungeon will 'play dead' - everything will go still, matter will turn a homogeneous silver colour, and traps and obstacles are disabled. This false death state lasts for a day before the dungeon returns to life and the lost core regenerates. Post-Jump (or during this Jump if you're not a dungeon core) you will keep the second core, but you will also develop a second *soul* housed within a baseline unenhanced body: so long as one of your two souls survives, your material form will 'play dead' briefly before returning to life a day later and regaining the lost soul. The second body is controlled like a duplicate puppet, an extension of your will like if you gained an extra limb.

Adventurer Items

- **Adventuring Gear [100CP, free with Adventurer]:** An adventurer is often powerless without their gear (or, at the very least, disadvantaged). This purchase gives you a set of gear appropriate to a class or role, such as knight, wizard, or rogue, and includes armour, weapons, and utility items if appropriate (eg. casting materials for a magic class that requires them). If you have the *Class* perk, the gear will be suitable for your chosen class, otherwise, it will take a single role at random. This gear is professional-grade and is beyond what a novice adventurer would get their hands on, but it's by no means epic loot.
- **A Suitable Mount [200CP, discounted with Adventurer]:** Long distance travel is a lot of effort in a world without cars, trains, and planes. Sure, some people can

probably move about magically, but it's certainly not a common ability, even among adventurers. This item solves that problem: it grants you a mount of your choice that fills the same role as a horse (so it doesn't necessarily have to *be* a horse), which you can call on with a relevant activation phrase. It will appear from outside onlookers' fields of view or around a corner or some other suitable location, and will disappear in the same manner when unneeded. Any damage inflicted to the mount (even death) will not be present when the mount is next summoned, though damage will induce a cooldown once the mount is dismissed, capping at 24 hours if the mount is killed.

- **Epic Loot [400CP, discounted with Adventurer]:** Remember how I mentioned the *Adventuring Gear* wasn't epic loot? Good, because this *is*. This purchase provides a set of adventuring gear (weapons, armour, and utility items if appropriate) for a class of grade equal to that of the Durence townspeople. Note that while this gives the equipment they could wield, it doesn't give you the skill or knowledge that they possess; you'll want *A Bogeyman By Any Other Name* for that.
- **Friends From On High [600CP, discounted with Adventurer]:** A one-use favour in physical form, this item takes the shape of a setting-relevant religious symbol, shifting with every Jump. At any given point within a Jump, you can break the symbol, and you will be momentarily transported to a kind of divine lounge, wherein you are granted an audience with one of the local gods. The god you speak to will then grant you a favour you request, if it is within their power to do so. It has no effect in settings with no divine entities, but in one like *Epic Loot*, there are a lot of gods running around - including a certain World Tree, though he's not so much running as standing about doing tree things. Once broken, the symbol respawns in your Warehouse at the beginning of the next Jump. Jumpers in dungeon core form can break the symbol while it is anywhere within their halls.

Monster Items

- **Drops [100CP, free with Monster]:** Monsters drop the strangest things, don't they? And it's a bit odd that they never use those things they're carrying. Not so for you - this item takes the form of any loot you might find on a mid-tier monster, like a mildly magical sword or an enchanted bracelet or something. You have full access to that item's abilities and while using it you gain the knowledge required to wield it effectively. The item you choose will somehow always seem to be usable in your monster form if you have one, with things like the aforementioned bracelet changing size to be equally useful for a skeleton and a dragon.
- **Monster's Nest [200CP, discounted with Monster]:** A place to rest and lick your wounds. The Monster's Nest is a den of sorts, appropriate to your monstrous form (or a random monster if you don't have a monstrous form) that appears somewhere near your starting location. You always know how to find your Nest, but it acts as a sort of blindspot to people other than you, who will be unable to find it unless they know what they're looking for. While within the Nest, you are shielded from tracking or scrying abilities - so there's no need to worry about being hunted down while you're inside. Additionally, any regenerative abilities will perform better while within the den, and you will rest much better, needing only a couple of hours of light activity to equal a full night's sleep.

- **Pack [400CP, discounted with Monster]:** A monster that hunts alone is a monster at a disadvantage. Humanity's greatest advantage over animals and monsters alike is their ability to cooperate; so to counter that, you may be interested in this purchase. A small tooth, surprisingly fragile, which if crushed will call a pack of half a dozen more monsters to your aid, each about half as strong as you are. If you have a monstrous form (eg. from *Inhumanity*) they will be of the same monster type as you are, otherwise they will simply be setting-appropriate creatures. They will stick around for a day before returning to… wherever they come from. These monsters are followers and cannot be turned into companions, and it's a different set called every time. The tooth will find its way back to you two days after being broken and discarded, allowing it to be reused. If taken with *Domain*, the monsters of your pack can be imported as starting creatures for your domain. If lost, the tooth will return to your Warehouse (or Warehouse analogue) within a few minutes.
- **Domain [600CP, discounted with Monster]:** Dungeons are a complicated system that went through many iterations. As one of the Four put it, dungeons were the beta, and Delta was the full release. What was the alpha build, you may be thinking? *Domains*. Domains are pseudo-dungeons that form around a single prominent monster, giving them control over all other monsters within the territory, and gaining a not-quite-dungeon-system that allows it to mutate its subordinate monsters into different types with new abilities. With this purchase, you gain a territory centred on or near your spawn location that is claimed as yours. Inhuman entities within it are bound to your will and subject to your quasi-dungeon abilities and you are rewarded with greater power as you injure or kill humans. If you choose, you can instead import the domain into some other location that you already own, giving your quasi-dungeon system dominion over it. Most domain-leading monsters develop a single-minded obsession with gathering seeds (which was part of why they were considered a failed experiment in the end), but you suffer no such mental contamination - if you don't want the bonus power, you can ignore humans and other sources of seeds if you want.

Companions

All companion options can be purchased multiple times.

- **Import [200CP]:** For each purchase of this option, you can import one of your companions into the setting. They receive a background, and get the freebies and discounts for that background as normal. They receive **600CP** to spend on their own options, though they cannot take companions or drawbacks. Alternatively, you can create your own companion suited to the setting, with the same benefits. When choosing a location, they can either roll as normal, or choose to spawn with you (or right outside your doorway if you're a dungeon core). If you're a dungeon core and you decide to contract with them, they won't undergo the full process which would eventually block them from leaving the dungeon, instead halting early enough that they get the power boost without the drawback.
- **Mass Import [400CP]:** For each purchase of this option, you can import four of your companions into the setting or create an equal number of companions to match the setting (or a mix of both). They receive a background, and get the freebies and

discounts for that background as normal. They receive **600CP** each to spend on their own options, though they cannot take companions or drawbacks of their own. As with the standard *Import*, they may choose their location randomly or choose to spawn with you (or right outside your doorway if you're a dungeon core). They also receive the same protections against late-stage contract drawbacks as *Import* grants.

- **Canon Export [200CP]:** Oh? You'd rather take someone specific with you? Sure. This option allows you to select a canon character. You're guaranteed to encounter that character in your travels, and make a good first impression, and if by the end of the ten years you can convince them to come along with you, they will become a companion for future Jumps. You cannot select characters of significant importance to the universe; namely Brother, Sister, the Silence (Nephew along with it) or any of the Four (Alpha, Beta, Gamma, Delta). Anyone else is fair game.
- **Higher Order Export [400CP]:** Want to take one of those significant individuals? It'll cost you a little extra. This guarantees that you'll encounter the selected character in your travels, and make a good first impression. If you can convince them to come with you by the end of the ten years, they'll become a companion. They'll get a human alt-form that carries identical powers, too, and for Delta that means she'll no longer be bound inside her dungeon, which will act like the *Dungeon Core* perk does when she's not inhabiting it.

Drawbacks

You may choose as many drawbacks as you think you can handle. Be careful, overlapping drawbacks may be more difficult than expected.

- **Variable Autonomy [+0CP]:** Not a fan of having to deal with the morality of spawning monsters just to have them slaughtered by adventurers? That's okay. This drawback simply limits the sentience of your monsters, turning most of them into *philosophical zombies* - that is to say, they look and act aware, but really they're like a robot following a program. Also, you can shut off the looking-and-acting-aware bit too. You can selectively disable this drawback on monsters you *want* to have sentience. Feel free to throw your unthinking monsters at the enemy guilt-free.
- **Paradigm Shift [+0CP]:** LitRPG high fantasy not your thing? This drawback allows you to alter the setting to fit your choice of the following: Sci-Fi; Urban Fantasy; Steampunk; or any other appropriate genre. Everything will shift accordingly - sci-fi 'magic' will actually be advanced technology, for example.
- **Tethered [+0CP, mandatory for Dungeon Core background]:** You are a dungeon core through-and-through. Unlike someone simply buying a dungeon core item, you are intrinsically bound to the core like *Epic Loot* native dungeons are. For the duration of the Jump, you become a disembodied consciousness tethered to the core, incapable of leaving the bounds of the dungeon. Your alt-forms (and perks that aren't appropriate for a disembodied consciousness) are locked until the Jump ends, and the shattering of your dungeon core will lead to a Chain Failure. However, any death-protection effects or extra lives will apply to the core too. Your Warehouse key is kept on your avatar and can be made briefly tangible and visible to open a door to your Warehouse, but the Warehouse is not dungeon territory (so you can't cross the threshold, though contracted monsters can). When the Jump ends and this drawback expires, your free *Dungeon* item will upgrade to the paid version for no cost and you will return to a real body.
- **Drakelord [+100CP]:** For the duration of the Jump your psyche is ever-so-slightly tilted towards anger, and much like a certain wizard you find it very easy to reflexively start casting at things out of either shock or fury, depending on the situation. However, you also gain the ability to cancel out any such casting just before it takes effect by instead diverting that power towards summoning… a duck. Or that's what it looks like, anyway. It's really a Dark Drake, a powerful luck-manipulating entity fully capable of toppling countries if it wants to. Whether the summoned Drake decides to mess with you or go and bother someone else is effectively random. Additionally, your summoned Drakes are mysteriously unaffected by any out-of-Jump abilities you attempt to use on them. Much like Quiss' ducks, they're not liable to outright *attack* you, but they might be mischievous, and if you try and attack them first you might find yourself saddled with a bad luck curse.
- **It's Not A Phase! [+100CP]:** Wherever your greatest potential lies, you have decided to go in the opposite direction. For example, if you're from a family of white mages, you might decide to be a necromancer because you're going through a goth phase - or maybe if you could be one of the world's greatest necromancers, you decide to be a white mage of healing to rebel against tradition. This 'phase' will last for as long as you stay here, and it doesn't really impact your access to abilities, just

means you'll prefer one approach to others. Yes, this choice will probably also extend to fashion and aesthetics too.

- **Protagonist Syndrome [+100CP]:** Your place in this world is certain. You must be the main character, and reality knows it. It reacts to your presence… and does little else, really. While this drawback is in effect you get the strange urge to act like an edgy protagonist like Zero, and the world seems to blur around you slightly to give everything a dramatic weight to it. Your hair will blow in a wind that no-one else feels, the world will briefly still as you speak to ensure you are heard, and the area around you may even fade to black when a scene comes to its end. Which is all very fine and good… but it's really quite annoying, actually. Anyone with any sense will notice the effects and think it's weird, more than, well, *dramatic*. Expect no-one to take you seriously.
- **My Aspirations Are Leafy [+100CP]:** Trees really just have the best lives, don't they? They just… *stand* there. No worries, no stress, they just… *exist*. You seem to agree, and now have a deep-seated desire to become a tree. If something particularly stressful happens (like a jumpscare, or having a romantic interest pay you too much attention) you will spread your arms like tree branches and go still, but for some mild swaying in a wind that isn't real. After a period of time, between minutes and hours, you will come to your senses, though others can also shake you out of it early. Best you avoid losing too much time to your tree fantasies. Combat won't necessarily trigger the effect.
- **Monster Magnet [+200CP, cannot be taken with Monster Beacon]:** You have developed the strange tendency to attract monsters of all kinds. On one hand this might be something of a benefit, especially if you're a dungeon core and you can kill and absorb them, but on the other hand being a walking monster magnet will be a bit of a problem if you're in any kind of settlement or community. Plus, even a dungeon can be overwhelmed, especially early on. If you have taken the Monster background, then you instead constantly attract the attention of adventurers who will almost certainly try and hunt you for loot.
- **A Seed, a Soul, a Sense [+200/400CP]:** Much like poor Deo in Durence, you have developed an unfortunate stain on your soul, a fragment of the Silence that is encroaching on your senses. While the fragment can be removed (such as by a dungeon) the damage to your senses will last until the end of the Jump, when the drawback expires. The damaged sense in question is your hearing - any and all audio-based senses are heavily dulled. Much like Deo, unless you're shouting as loud as you can you will find yourself unable to hear your own words, and unless other people are also shouting at you you will need to rely on lip-reading or other senses to identify what they're saying. Note that even magical hearing abilities are affected by this drawback. For an extra **+200CP**, the affected sense is instead your sight, and all other senses that present themselves visually. At the end of the Jump, the fragment of the Silence will also be removed, if it hasn't already.
- **Delta Am I [+400CP]:** Delta? Sorry, I don't know who that is. Actually, yes I do, *you* are Delta now. Instead of your normal location you spawn near Durence as Delta did, and you take her place. Good luck with taking on, y'know, Silent Fortresses and such down the line. Without Delta, the future of the world will change significantly.
- **Monster Beacon [+400CP, cannot be taken with Monster Magnet]:** You're not just a magnet now, you're a veritable *beacon*. Whatever you're drawing in, be it adventurers or monsters, they're a lot stronger and more numerous than they would

be with Monster Magnet. This will draw things like the Spider Queen that Delta encountered every so often on top of the stronger and more numerous hordes of regular monsters. If you've taken the Monster background, then you're instead going to face progressively stronger adventurers, and in the last six months of your stay, you may end up facing down someone on the level of the Durence townspeople.

- **Unfamiliar [+600CP]:** Sorry, Jumper, there was a clerical error on the Benefactor's end. You've lost all your memories from before this Jump, your out-of-Jump abilities are sealed, and you can't seem to find your Warehouse key. But hey, that's okay, right? I'm sure you can make it through ten years with just what you got from this document.
- **Overwhelmed [+600CP]:** Much like a certain girl in Durence, your abilities are now on a hair trigger. For her, this meant she hated going outside, because any stimulation was enough to potentially set her off. You could do what she did - isolate yourself, hide somewhere so *dull* that your powers aren't triggered by accident, bury yourself in books and shroud yourself away from the world. That would be a rather unpleasant ten years though. Perhaps it's better to try and control it, to vent it towards things you can afford to… *blow up*.
- **Hostilities [+1000CP]:** You're not really from this world, and now everyone knows it. Despite this world's inhabitants' tendency to fight amongst themselves, they hate interlopers even more. With this drawback, *every* major player knows what you are, and seeks to destroy you. Brother, Sister, the Silence, the Four, Yggdrasil, even the Durence townspeople once the Grey lifts. On one hand, fleeing would be a good idea, on the other hand… the world *is* the Brother. Where can you run, really?

Dungeon Builder

Those who have the *Dungeon* item can use this section of the document to build their dungeon using **Building Points**, or **BP**. You gain **600BP** for free, and can convert your CP to BP at a 1:2 CP:BP ratio (or 1:4 if you took the *Dungeon Core* background). You cannot convert your stipend of 600BP to CP.

This section is divided into three parts: *Basics*, giving you the basics needed for a dungeon to operate; *Themes*, which give you new themes to focus your floors on; *Bypasses*, which allow you to skip certain aspects of dungeon development; and *Rulebreaks*, which allow you to subvert certain parts of the dungeon system entirely.

Basics

- **Core Room [Free, Mandatory]:** The Core Room is the only room your dungeon *must* have, and there must always be a valid path from the entrance to the Core Room (though it can be an extremely dangerous path). It contains the dungeon core you gained when you purchased the *Dungeon* item. If the dungeon core is shattered, your dungeon 'dies' until the start of the next Jump (all traps are disabled, monsters go still, and nothing respawns or regenerates), at which point it is fully restored.
- **Dungeon System [Free, Mandatory]:** You gain access to the underlying dungeon system. This includes a menu interface that lists your construction options and formats data on dungeon-related things appropriately, such as listing a monster's physical parameters and abilities. This is your primary method of working on your dungeon, as changes made by means other than the system tend to get rejected by the mana that makes up the dungeon itself. It allows you to consume mana and dungeon points to build things, spawn monsters, and excavate new rooms. However, if a non-dungeon inhabitant is in the dungeon, like, say, an adventuring party, then the floor they're currently on is locked out and cannot be changed. You can still spectate with your avatar and communicate with your monsters, and you can still access the dungeon system for unoccupied floors, but the occupied floor is effectively locked until they move on to the next floor or leave the dungeon.
- **Mana Absorption [Free, Mandatory]:** You gain access to a dungeon's intrinsic ability to break down material into mana (and absorb it ambiently from the environment). This is performed instantly and completely when the dungeon is empty of outside visitors, and acts on all non-dungeon material within the bounds of the dungeon. The mana is naturally funnelled into your core, purified, and steadily emitted, improving and uplifting the surrounding area. The area affected by this will grow as your dungeon does. Absorbed mana can be spent using the dungeon system to shape the contents of the dungeon and spawn monsters; it's your primary currency. You also gain *dungeon points* from broken-down material, though not from the ambient environment. DP is your secondary currency, spent to unlock permanent new features like new floors. DP is gathered in larger amounts when injuring or killing humans and monsters carrying seeds.
- **Expanded Dungeon Functions [400BP, free with Dungeon Core]:** Your dungeon system and mana absorption both expand to treat anything that is unquestionably claimed as yours as dungeon territory. This includes things like your home and your

base of operations. The terrain and architecture of the newly-assimilated territory is converted to an identical mana construct, and any loose items within the area are absorbed. However, you can designate areas to exclude from this effect prior to it taking effect, such as if you'd like your house not absorb everything inside when it's empty of visitors. Additionally, companions are treated as dungeon inhabitants and do not trigger the system lockout on a given floor. If you took the *Dungeon Core* background, you gain this free at the end of the Jump, when the *Tethered* drawback expires (though you can still pay for it if you'd rather not wait).

- **Personal Avatar [Free, Mandatory]:** You can project an invisible, intangible, invulnerable avatar of yourself from the dungeon core. This avatar can freely move anywhere within the bounds of the dungeon and, with enough floors, can form a solid body with which to interact with visitors. Regardless of your floor total, you are always visible to your monsters in this state, and can freely communicate with them.
- **Care Package [200BP]:** This purchase grants you sufficient mana and DP to construct a full first floor and then unlock the second floor. It also relaxes your mana cap restrictions until you unlock the second floor so that you don't deal with mana bloat. A 'full first floor' in this case refers to a floor outfitted to the same extent as Delta's first floor.
- **Import Core [400BP]:** Perhaps you've been to another LitRPG setting before? If so, this option allows you to import an existing dungeon core under your control into the core you got from the *Dungeon Core* item. This merges that core's dungeon with this one. It's your choice how floor positioning works after the merge.
- **Import Floor [800BP]:** Or perhaps you have something of a base or headquarters that you think would work well as a dungeon? If so, this option allows you to import it as a floor in your dungeon. Anything imported this way will be instantaneously replaced by dungeon mana so it's recognised as dungeon by the system, and any followers that would reside in the imported structure can be imported as monsters (though if you decide against this they will count as non-dungeon inhabitants and thus lock you out of whatever floor they're on). By default this will become your first floor, but you can 'reserve' it instead if you want to put it on a deeper floor later down the line. Keep in mind that there are size limits; presumably relaxed as you go deeper, but it's worth keeping in mind that even a floor the size of a village is probably not going to be permitted by the system in the early floors. No ecumenopoli on floor one!
- **Import Dungeon [1200BP]:** Or maybe you just outright have a whole dungeon tucked away somewhere? Hey, I won't judge. This option lets you import that as your dungeon, with the core room shifted to the far end of the lowest floor by default. As with the *Import Floor* option, the contents of the dungeon will be converted to dungeon mana, and followers that work in the dungeon can be imported as monsters.

Rooms

Many of these rooms are possible with the underlying dungeon system, but may have certain requirements for materials or knowledge gathered beforehand, which are bypassed by purchasing with BP.

- **Avatar's Hoard [1200BP]:** A large open treasure room filled with piles of gold, gems, and certain magical items suitable in scale for the floor the room is built on. Those looking to enter the room are warned that the dungeon will defend it fiercely, and if they accept, they are allowed to gather some of the riches within. However, you will be able to manifest a full avatar with all the powers and abilities of your real form (controlled remotely if the *Tethered* drawback is not in effect). They do not necessarily need to defeat you to leave the room, but their attempts to gain more loot will be significantly more difficult with your presence. If this room is on the path to the core, visitors may decline the opportunity for loot and pass through safely if they do not wish to fight the dungeon (this will block them from taking anything from the room). Your physical form is unable to leave the bounds of the room.
- **Forge of the Benefactor [1200BP]:** A unique room adorned with stone carvings of a strange, indistinct woman. In the centre is a forge surrounded by tools, gems, coins, and three anvils. Using the MENU, you can add up to three blueprints of handheld weapons, tools, or other pieces of equipment, or expose the Forge to the same number of existing weapons, and the Forge will begin to manufacture them. The replica pieces are all pure-mana constructs and so are subject to degradation outside the dungeon, but they otherwise function identically to the originals/blueprints. When the process is complete, the finished items spawn on the anvils. The room has a slot for a special miniboss that is deployed if an invader intends to take one of the items, scaling in strength both with the invader (to ensure the fight is always difficult) and with the number of items the invader intends to take. If the invader wishes only to take some of the riches, they are permitted to do so freely. The miniboss slot can be occupied by any suitable unlocked monster. The speed of manufacture scales based on complexity and power of the weapon or tool that is being manufactured.
- **Temporal Boss Den [1200BP]:** A room whose appearance is indistinct and undetermined until you decide what to do with it, the Temporal Boss Den has the unique property of allowing you to select a past Jump (and any Jumps you travel to in the future) and turn one of the opponents you defeated in that Jump into roaming raid boss. What makes this so special from anything else on this list? Simple: the boss has no strength cap. So long as it's someone you've defeated, the room will grow a replica of them, with all the same abilities and properties. They will be a mana construct the same as all of the rest of your monsters, but they are otherwise free to move through the entire dungeon to follow whatever task you see fit to issue them. Once a boss is selected, the room's appearance will change to suit it.

Themes

Most of these themes could *in theory* be acquired without BP, but buying them here lets you skip that process (and certain options would be very difficult, if not impossible, to acquire without BP).

- **Traditional Theme Pack [100BP, free with Dungeon Core]:** You gain access to any themes that can be called 'traditional' for dungeons. Spooky catacombs teeming with undead, mossy ruins, cursed mines, anything and everything that can be fairly categorised as 'traditional'.
- **Urban Theme Pack [100BP]:** You gain access to themes suitable for modern day urban environments. Want a supermarket-themed floor with food golems or

monstrous retail clerks? Sure. A floor based on a skyscraper inexplicably situated hundreds of metres in the 'air'? Doable. Anything that wouldn't be out of place in a modern city.

- **Magical Theme Pack [200BP]:** You gain access to themes based on magical environments. Glowing crystal caverns, enchanted forests, cursed swamps, anything and everything that one could reasonably find in a high fantasy setting.
- **Strange Theme Pack [300BP]:** You gain access to themes that are outright strange or subvert one's usual expectations of a dungeon. Think floors based on puzzles that involve manipulation of local flow of time, or a floor that is split lengthways between two opposing sub-themes, like one half on fire and the other underwater.
- **Bugged Theme Pack [400BP]:** You gain access to themes that are suitable for broken dungeons. Floors based on bugged physics, or that have wildly inverted colours and sounds, or that have randomly distributed monster parameters are all within reach. However, note that these bugs do not by themselves supersede the fundamental dungeon rules, so you can't bug physics such that an adventurer can't proceed towards your Core Room for example.
- **Jumper Theme Pack [400BP]:** You gain the ability to set themes based on your past Jumps, and any new ones that you travel to. This allows you to create monsters, elite monsters, and bosses based on those past Jumps, as well as shape the environment and decor based on them. Note that any monster based on a past Jump is still going to be constrained by floor restrictions. Inserting Cthulhu as your first floor boss may lead to him being much weaker than expected (but still suitable as a first floor boss).

Bypasses

Anything purchased here *could* be acquired after sufficient dungeon growth, but spending BP allows you to get them immediately, and some of the extras can't be obtained through normal growth.

- **Awareness [Free, exclusive to Dungeon Core]:** Most dungeons develop self-awareness and an actual thinking mind around the twenty floor mark. Prior to then, they're more like non-sentient machines, operating purely on instinct: kill adventurers, absorb mana and DP, grow, repeat. This allows you to skip that part while the *Tethered* drawback is in effect (as it's unnecessary after that). Not necessarily *mandatory*… it would certainly be an interesting experience to come out of the other side of that, hmmm?
- **Omniscient View [200BP]:** Most dungeons that aren't you or Delta are able to view the true nature of the dungeon system freely. Delta tried it a couple of times, and while she learnt to view *parts* of it, the whole thing still overwhelmed her (most of it is managed by the Sister in the background). This purchase adds a layer of abstraction that allows you to view your entire dungeon simultaneously without being overwhelmed. Perhaps this is an unnecessary purchase if you have a superhuman ability to process raw data, but certainly useful for those who don't.
- **Gamemode Set [200BP]:** You gain access to gamemodes. The basic dungeon crawl experience is what dungeon delving is all about, but as dungeons develop, they also gain the ability to set alternative rules. This purchase allows you to freely access gamemodes, which can be activated by adventurers using a console whose appearance is thematically appropriate. Gamemodes change how much loot is

accessible by altering the rules; an example might be a boss rush mode, which forces adventurers to face every single floor boss one after another (or even *simultaneously*), in exchange for not having to traverse the long, trap-riddled dungeon halls. An alternative might be a training mode that prevents the participating party from taking anything from your halls, but allows them to hone their skills in a safe environment. Which gamemodes are available and what they do can all be managed by you freely, so you don't have to add a training mode if you don't want to (since that would let visitors gather information on you before a 'real' run). Maybe you could even gate it behind inexperience, so 'proper' adventurers can't use it?

- **Avatar Projection [400BP]:** You gain the ability to construct a solid mana body around your intangible avatar. This is mana intensive, which is the main reason most dungeons aren't capable of it before a certain level of complexity, but this purchase cuts the mana cost enough that you can do it from floor one. It also allows the body to be truly limitless in terms of metaphysical 'space', so you can fit your whole 'self' into its personality (unlike what Yal experienced with his early avatars, for example). The body will begin to break down outside the bounds of the dungeon without a constant, *significant* mana stream (Lorsa only achieves the maintenance of her physical body with the assistance of multiple dungeons).
- **Entry Clause [800CP]:** Entry clauses are expensive, permanent upgrades to a dungeon's entrance hall. They cannot be changed once set, and they require a truly *staggering* amount of DP, and for a relatively limited restriction, like making someone sing a five word song to get in - at least if you don't set the clause until you're much stronger. With this purchase you can set an entry clause for no DP, and with almost full freedom; you still can't do something like forcing people to try and take the dungeon solo, but something like enforcing a party size of four? Or demanding valuable tribute? Doable.
- **The Dungeon on Fowl's Legs [1600BP]:** For a dungeon, mobility is… difficult to achieve. But *'difficult'* is not *'impossible'*. Ruli describes dungeons that float away, dungeons that throw themselves into the sea, and some dungeons that simply… *vanish*. Delta even sees her dungeon described as 'unbound' - capable of changing its location down the line, at cost. This purchase allows your dungeon to take on some element or trait that allows the dungeon to move to a new site, such as chicken legs that are revealed only when the dungeon stands up and starts walking away from the annoying locals. Alternatively, perhaps you'd like decorative magitech antigravity panels to let you float to somewhere with a better view, or a key to the dungeon network so you can *'teleport'* to a nicer location. Note that movement is a disruptive process and may interfere with ongoing dungeon operation until you arrive and settle into your new site.

Rulebreaks

These are not attainable without BP or fundamentally subverting the dungeon system in some way.

- **Over-Levelled [800BP]:** The restriction on monster strength relative to force is relaxed considerably. Bosses, elites, and mobs will all end up stronger, allowing your first floor for example to surpass the strength of other dungeons' fourth or fifth floors. Additionally, while your dungeon core is intact, non-dungeon summons also gain a significant boost in power from the moment they're summoned.

- **Boundary Error [1200BP]:** The confinement of your avatar to the bounds of the dungeon is cancelled. This allows your avatar to freely leave dungeon territory and visit other locations undetectably, though it must remain on the same planet as the dungeon core unless you wildly overhaul the underlying dungeon system to be more efficient with its mana throughput. Mana-construct bodies still break down as normal.
  Additionally, while your dungeon core is intact, you never trigger proximity- or threshold-based effects unless you want to, such as alarm spells or guardians that attack those within a certain area.
- **Deregulated [1600BP]:** You are no longer restricted by any of the normal dungeon rules, similar to *abomination cores*. You can freely obstruct the path to the Core Room, you can place multiple bosses on each floor, you aren't locked out of the system when non-dungeon inhabitants are on a floor, your monsters can leave the dungeon, etc. You still require mana and DP for purchases, as they are an energy source.
  Additionally, while your dungeon core is intact, *no* magical rules can confine you. Mana storage caps go out the window, spell size limits are removed, restrictions that block access to certain areas of a magical system are disabled, etcetera - so long as you have the energy to fuel it, your magic is unhindered.

The Final Choice

Congratulations, Jumper, you've made it through your ten years. I'm sure you've got lots of stories to tell of your time here, but now it's time to go. Or perhaps not? Make your choice.

- **Go Home:** Ah, decided you've seen all there is to see? Take this option, and you return to your home world, keeping everything and everyone you've accumulated during your Jumpchain.
- **Stay Here:** Hey, there's plenty of friendly people here, and there's a whole world to see. Take this option, and you stay, keeping everything and everyone you've accumulated during your Jumpchain and becoming part of this world.
- **Move On:** Places to go, people to see. Take this option, and you move on to your next Jump, keeping everything you've gained so far.

Notes

There Is No Epic Loot Here, Only Puns can be found here on Spacebattles or here on Royal Road.

It's up to you whether dungeon mana is compatible with mana from other systems.

Cover art by HarbingerOfCrazy on the Stewie Street Discord server.

Clarifications:

- *Tethered* does not disable altforms or out-of-Jump perks while you are active in the *Jumper's Hoard* room. However, they do not extend out of the room itself.
- *Deregulated* does not carry the disadvantages of being an abomination core (such as being a mana void that sucks mana in without putting any out). It can be used to achieve the dungeon benefits of *Boundary Error* and *Overlevelled* (by removing the restrictions on avatar movement and monster strength, though projecting avatars outside the dungeon will still be very mana intensive, like it is for Lorsa) but does not grant the perk-specific bonuses (the proximity effect cancelling and the summon buffs).
- *Personal Avatar* in the dungeon builder section of the document remains active even when *Tethered* has expired. This means that when you are remotely operating your dungeon, you can project an avatar from the core as normal, and the avatar can form mana construct bodies and communicate with monsters as normal. It is controlled as an extension of yourself.

Changelog:

V1.1

- All origins can now be taken as drop-in with no associated memories.
- More drawbacks (*Drakelord*, *It's Not A Phase!*, *Protagonist Syndrome*, *My Aspirations Are Leafy*, '*A Seed, A Soul, A Sense*', *Overwhelmed*), mostly low-value but also one +600CP one. Total value of all drawbacks is now +4000CP, compared to +2600CP in V1.0 (+3000CP and +1600CP if you don't include *Hostilities*, which is particularly nasty).
- Dungeon builder now includes import options for dungeon cores (if you've visited another LitRPG setting before) floors (if you have a base, headquarters, or other structure that would make for a good dungeon floor) and dungeons (if you just have an entire dungeon lying around somewhere).
- Dungeon builder now includes *Entry Clause* to allow you to set an entry clause without spending DP or waiting until you have a bunch of floors to do so (based on Delta and Nu's discussion in chapter 47). I think it's a fun little concept, and not one that's been explored in the story yet.
- Dungeon builder now includes *The Dungeon on Fowl's Legs* to give your dungeon the rare ability to move. Shoutout to u/WogMog for pointing out that some dungeons just float away sometimes (chapter 40).

- Mass import option for companions, with an effective cost reduction per companion of 75% if you're buying four companions instead of just one.
- The Notes section now includes a list of clarifications on some stuff that wasn't 100% clear before.

Glossary

- **Mana:** Magical energy. It exists throughout pretty much everything, and it's used by dungeon cores for shaping their dungeon and spawning monsters. Anything that can be reversed is done with mana. For adventurers and monsters, mana charges their superhuman/inhuman abilities - unless they're drawing from another source, like a worshipped god in the case of clerics.
- **Dungeon Points (DP):** Dungeon points are a currency of the dungeon system. They're provided in return for gathering seeds for the Sister, and are spent for permanent upgrades and unlocks, like new floors.
- **Dungeon Cores:** Magical relics that act as the 'brain' of a dungeon. They have an intelligence tethered to them, though it cannot leave the confines of its own halls. Early dungeons do not have true intelligence, only instinctual behaviour that directs them to making their dungeon larger, and maximising mana/DP intake to fulfill that goal. Dungeons get more advanced and more intelligent as they grow in floors. Delta, and the Jumper if they're a dungeon core, are an exception.
- **Abomination Cores:** Dungeons gone wrong. Supposedly they're able to let their monsters out into the wider world and they're more a threat than a source of resources and adventure. We have yet to see a true aberrant dungeon core 'on-screen'.
- **Themes:** When a dungeon builds a new floor (or when they have specialised their first floor enough) they select a theme to build around. This theme determines what that floor can carry, such as a 'lava caverns' floor featuring magma golems and lava flows that would otherwise be impossible in, say, a 'mushroom forest' floor. Or, at the very least, that would be very *difficult* on a 'mushroom forest' floor.
- **Seeds:** Fragments of a dead (comatose?) god. Seeds exist within most human souls, and when the human dies, the seeds return to the god. The Brother and Sister have been working hard to stop this: domains, dungeons, and the Four were all built to gather seeds, and they even poked a hole between the real world and another to let other gods make contact (creating clerics and paladins and the like) because a soul going to them means a soul not going to the dead god.
- **The Grey:** An effect that hangs over Durence (at least until Delta appears) resulting from the death of the local dungeon and the prevention of any new dungeon formation. The effect is caused by a total lack of mana in the environment, leading to residents themselves being… well, *smothered*, becoming little more than drones that act out their routines repeatedly until they're forgotten and fade away. The arrival of a new dungeon core (or other mana-infusing effect) would reinvigorate the area and lift the Grey.