Crypt of the NecroDancer CYOA
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The room you find yourself in thuds with a steady beat from invisible speakers. Electronic music assaults your ears at a volume that is surely doing long-term damage. The floor itself seems to be made up of lighted tiles that throb and pulse with the music. Shadowy beings sway with the beat all around you, vaguely humanoid darkness locked in a tantric dance.

Then a voice, all too familiar, cuts through the music and the crowd parts to let you see the far end of the room. There stands your Benefactor behind an enormous DJ stand. Around their neck swings a ridiculously sized clock swinging from a golden chain.

“Hey hey hey! Welcome to Club Jumper! This is your DJ-” At this point, the mic seems to suffer some sort of meltdown and spits out a blast of static, but only you seem to notice. “-dropping the freshest beats and most excellent riffs this side of all realities!” The crowd goes wild around you, somehow only amplifying the volume of the music instead of drowning it out.

You attempt to stride over to the DJ booth to get some answers only to find yourself stuck in place. An immovable force presses against your every movement and the harder your struggle, the more strength it seems to gain to resist you. It takes a few more attempts before you realize that each time you try to move, the music skips and screeches around you for an instant. Just then, DJ Benefactor speaks up again.

“Woah woah woah! Looks like we've got a square in our midst! Don't fight the music, flow with it. Feel the beat and launch yourself into it!” The beat of the music ramps up until you can feel it like waves against your skin. You're almost certain you can feel a warm liquid running from your ears. But you consider, experiment, and you quickly catch on.

You find yourself able to move, but only with the beat and only one lighted tile at a time. You look up at the crowd around you and discover they seem to follow the same rule. Even if you stay still, they weave their own dance, one tile at a time, to the rhythm. You manage to slowly work your way towards the DJ booth until you're only few steps away.

The random movements of the shadow beings suddenly converges and you find yourself surrounded on all sides. You attempt to push past them, but find that whatever strange rules keep you moving to the beat won't let you simply shove them aside. You cast a furious glance at DJ Benefactor only to see them wink and grin at you. A single movement of a disk, a scratch in the music, and you find yourself holding a dagger. It is a simple steel affair, less than six inches long, but certainly looks wickedly sharp.

You're more than capable of this minor test of mental gymnastics and quickly make the connection. A few instants later, on the beat, you slash out at one of the shadows with the dagger. It gives a short cry and vanishes into dust. At that, the rest of the forms surrounding you fall back. DJ Benefactor seems rather pleased.

“Well, I think that's enough of the tutorial level. Let's get down to the real deal.” A wave of their hand reveals a door off to his left side. “I have a task for you on your next Jump. This is a little different than normal. No ten year stay, this time you're staying until the job is done. You must defeat the NecroDancer at the bottom of his Crypt.”

By now you know better than to ask for any kind of explanation for your Benefactor's actions. As always, it is for their amusement.

“One more thing. Death is not the easy way out this time around. The music magic of the NecroDancer makes that impossible. When...” That single word contains not just the implication, but the promise that you will fall over and over again. “... you die you will simply find yourself stripped of anything you found in the Crypt and revived in the Lobby. So have fun!”

With that, DJ Benefactor waves you towards the door and dons an absolutely ludicrously sized set of headphones. It it plain that he will answer no more of your questions, so you make for the door. Beyond it lies a rough hewn stone corridor that leads off into the darkness beyond. Tentatively you make your way down it. The music and beat follows you the entire way despite the lack of speakers. It may as well have been playing inside your head for how clearly you can still hear it.

What feels like ages later, the hallway opens up into a large room of golden bricks. Doors line the entire outside of it and when you look back the way you came you find only solid wall. Exploring the other doors proves fruitless, each of them leading into empty rooms. Outside of one you discover the signs of life. The smell of heated metal, burning coal, and the steady pounding of a hammer all leak from behind the door. Opening it reveals a strong young man working over a forge and anvil. His motions, like your own, are all timed to the music. He greets you in a loud voice tinged with a thick Greek accent.

“Hey there! Welcome to the Crypt of the NecroDancer! Name's Hephaestus. Pleased to meet you! Had a feeling someone new was going to be stopping in. It's about that time again. Dig around in that chest in the corner. You'll need at least some of that if you hope to escape.” He points you the purple colored chest in one corner of the room and goes back to his work for the moment.

Inside you find a number of items, tools, training manuals and other things. You sort through and pick out which ones seem to suit you, then close the chest and turn to leave. Hephaestus stops you with a few more words at the door.

“Just so you're forewarned, we're not the only two trapped in the Crypt. The NecroDancer has a number of others locked away in the levels below. If you can free them, send them up here. Each of them are useful in their own way. Of course, you aren't required to. Oh! And keep an eye out for that spunky blonde tapping her toes around the dungeon. She might have a few tips for you.” With that, he waves you off towards the stairs that lead downwards.

You have 1000 CP to spend below.

Background: Your current age is 1d8+20. Your gender stays the same as your last Jump. Alternately, you can spend 100 CP to choose both.

Drop In (Free): You have absolutely no memories, connection, or friends in this world. A tutorial level might have been nice.
Adventurer (100 CP): You wandered into the Crypt hoping to find some treasure and scoot before the NecroDancer noticed you. Unfortunately, you didn't account of the strange attack patterns of the monsters that inhabit it and fell under their teeth and claws. Now you're missing a vital piece of your essence. All the treasure in the world won't mean a thing if you can't get out of here to spend it.
Bard (100 CP): A simple traveler of the world above, you found yourself drawn into the Crypt by an intoxicating beat. You were driven to discover the source and willingly trod towards the even louder music in your ears. So enraptured you did not notice the spike trap on the floor until the cold lengths of metal were sinking into your chest. When you awoke, the music was louder than ever, the beat thudding right into your chest. Only when you discover the source of the music will you have any answers.
Monk (100 CP): A mystic from the far east, or west, or maybe it was to the north. Wherever you came from you were sent here to retrieve a long lost artifact for your temple. Unfortunately even every ounce of your training was no match for the deadly dragons. The last thing you felt was your skin crisping under their fiery breath. Somehow you survived, but at what cost? You can feel the insidious curse of the Crypt on your skin like a spider web. Only when you stop the evil that surrounds you will you be able to leave again.

Starting Area: There are no choices here. You're in the Crypt of the NecroDancer. Dance monkey!

Powers: As in other Jumps, rules for buying Powers are the same. All Backgrounds are given their 100 CP Power for free, while others are 50%. The Drop In Background gets no free powers.

Drop In 100 CP – Nimble Toes – The Floor of the dungeon is littered with all kinds of spike and pit traps, but you find yourself able to stay just one step ahead of them. You are noticeably more agile and light on your feet.
Drop In 200 CP – Scroll Case – Holding just one scroll at a time is for chumps. This case allows you to hold as many scrolls as you want and even comes with a small assortment already. The scrolls are all one use, but the case will gain five random scrolls per week. If you manage to leave this Jump it will instead restock itself with one of each of the scrolls every week.
Drop In 400 CP – Scythrophone – You gain the ability to summon the might Scythrophone! A deadly combination of microphone and scythe, this weapon makes you look far more intimidating than you actually are. Whipping it out and screaming a few death threats into it can make even the most hardened being wet themselves with terror. On top of that, should you need to crack a few skulls, you'll find the Scythrophone more than up to the task. Its blade can shred through flesh, bone, and even steel armor like they were tissue paper.
Drop In 600 CP – Tempo Shift – You have studied the Tempo Up and Tempo Down traps that are scattered around the NecroDancer's Crypt. After stepping on them more than a few times you have come to understand the magic that powers them, albeit to a lesser degree. You can increase your speed by 50% compared to the rest of the world for up to five minutes a day. Enacting this power takes but a though. You can push this ability as well, taking as much sped up time as you wish. However, that comes at a price. You will be hit by temporal recoil and have your speed lowered by 50% for an amount of time equal to what you spent at high speed, minus five minutes.

Adventurer 100 CP – More Gold! - Enemies you encounter always seem to have a little something extra rattling around in their non-existent pockets.
Adventurer 200 CP – Explorer's Boots – You knew you were coming to a dangerous dungeon and you came prepared. Your shoes have an extra layer of protection built in to keep you safe from the haphazard dungeon maintenance habits of the NecroDancer. So long as you have shoes on, feel free to: walk on water without sinking, step on molten tar without sticking, stride atop hot coals without burning, and stroll on the surface of dangerous ooze without getting poisoned. Please note, if any of these liquids are deeper than two feet the enchantment will fail and you will suddenly find yourself at the mercy of gravity once again.
Adventurer 400 CP – Dorian's Bell – Don't let the name fool you. This cracked bell may be small, but just give it a wave and see its true power unleashed. With but a single off-key tinkle of this knickknack you can summon a powerful blast of sound and music. Besides the possible long term hearing loss, beings in the path of such raw noise will find themselves knocked off their feet, disoriented, and most likely slammed into a wall. This trinket is especially effective against crystalline creatures of all kinds and tends to destroy them outright.
Adventurer 600 CP – Infinite Bombs – While most people can only fit a few bombs in their pockets, you've brought along a few more. Whenever you reach into your pocket you can easily find a classic bomb waiting there for you. It's about as powerful as a single stick of dynamite. No one is quite sure where it goes when your hand isn't in your pocket, but you don't have to worry about accidental detonations. Should make winning riddle contests quite easy.

Bard 100 CP – Phat Beats – While most people in the NecroDancer's keep have to struggle to match the infernal beat, you've got it down to a science. Your reaction time is moderately enhanced and you gain the ability to beat-box like a seasoned pro.
Bard 200 CP – Neverlost – A Bard always knows when and where they are in the world. You instinctively know where the stairs leading down are inside the Crypt as well as the general layout of each floor. If you manage to leave this Jump, these instincts become fainter, but more deeply ingrained. You tend to arrive when and where you're needed far more often, even if that place wasn't where you were trying to go in the first place.
Bard 400 CP – Coral Keytar – Though it looks like a bit of coral reef had a baby with a 1980s keytar, one should not dismiss this device. Anyone who lays their fingers to the keys will find that whatever music they imagine can be easily played, even without a single lick of training. It contains a huge assortment of buttons that can change the sound of the instrument to mimic any other musical device you come across. Don't worry about being caught flat-footed by angry fans either. The Coral Keytar doubles as a Blunderbuss for the Bard on the go. Reloading it is as simple as playing a few chords on the keys. Magic!
Bard 600 CP – Master of the Funk – The NecroDancer's insidious rhythm holds no sway over you, even with a chunk of your soul missing. You're just that awesome. So long as you hum or sing even a basic beat you can override the music's influence on anyone that can hear you. This extends to suppressing other forms of compulsions and charms as well. The effect lasts for a few minutes after you stop, so you have time to breathe.

Monk 100 CP – Extra Training – Your monastery didn't let you leave entirely unaided. Take an Extra Heart Container with you.
Monk 200 CP – Merchant's Pity – Most Monks take a vow of poverty when they first enter their order. You didn't, but don't tell anyone that. For your entire time in the Crypt any Merchant you encounter will give you one free item to help you along your way. Should you manage to escape this Jump you'll find some trace of this lingers around you. You will always get a better deal from any merchant than others might. Just don't show them how much money you really have.
Monk 400 CP – Conga Crown – This stylish crown of golden bands and comfortable red velvet is just begging to be worn. It has a pair of powers. The first allows you to look stylish no matter what you're actually wearing. Naked in an English Ball? People will complement you on the extremely fashionable cut of your suit and ask where it was tailored. On top of this, you will find your strength easily surpasses even the largest of apes. It would be no trouble at all to, say, toss a barrel and shatter it against an opponent.
Monk 600 CP – Rhythm Dance – After just a few days inside the Crypt most people are driven to desperation by the beat constantly thudding against their consciousness and notes that seem to reach their ears no matter how damaged they are. You are en entirely different being. You have studied every chord, memorized every beat, stilled your thoughts between each note. In time, you have developed a completely unique martial art that combines physical prowess with magical music. Playing any music audibly while you battle significantly increases your power, toughness, and speed. This stacks on top of Extra Heart Containers.

Items

Soundtrack (50 CP) – A copy of Danny Baranowsky's compiled works to take with you wherever you go. This single CD contains all three versions of each song you could encounter inside the Crypt. It won't do anything fancy like come up with new songs for you, but you can still have one hell of a dance party. Just try to resist the urge to make your own rhythm based dungeon. Danny might have opinions about that.
Leather Armor (50 CP) – While this might not be the best protection the multiverse has to offer, it is at least better than normal clothes. These leather pads will absorb a slight amount of any damage headed for your soft, squishy bits.
Glass Armor (50 CP) – This uncomfortable looking breastplate is certainly one of the oddest items you could find in the Crypt. The enchantments on it ensure that you won't snap it into hundreds of tiny pieces just putting it on, as well as provide unparalleled protection, but only once. This clear breastplate will absorb absolutely *all* damage from a single attack no matter the source. Stepped on a nuke? You'll be okay from the initial explosion but the radiation might give you some problems. Punched by a God of War? You'll be fine. But after absorbing that single blow, this armor will shatter into dust and be useless.
Extra Heart Container (100 CP) – Not a literal container for storing hearts. This item is shaped like a small silver pin in the shape of an anatomically correct heart. Wearing one makes you about 30% tougher than you otherwise would be. Wearing three makes you twice as tough instead.
Pickaxe (100 CP) – This ordinary looking tool is far more than it seems. A single swing will tear down entire sections of dirt wall with ease. A few more will take down even the toughest of brick walls. It might work on much more substantial materials as well, if you have the strength to back it. This tool will not wear, chip, or break because of us, but it is otherwise made of simple wood and steel.

Torch of Foresight (200 CP) – A treasured item to even the most seasoned adventurer. This torch burns with a bright green flame and has a comfortable saber hilt as a handle. In addition to being a great source of light, it can magically reveal traps of all kinds. Also, merely holding this tool can give you a sense of traps that are hidden out of your sight. It can even pierce illusions that would normal counter this kind of magic.
Heavy Plate (200 CP) – When you put your foot down while wearing this armor, it stays down. This suit of Full Plate made of excellent steel is strong enough on its own. Additional enchantments have been laid on it to make the steel even tougher and turn the wearing into an Immovable Force. Its wearer will be immune to any kind of knock-back effect and cannot be pushed or pulled, no matter the reason. Simply put, the Heavy Plate suit of armor can only be moved if/when the wearer wants it to be.

Allies

Cadence (100 CP) – This adventurous blonde ignored the good advice of her family and went searching for the Crypt of the NecroDancer and her Uncle that disappeared into it. She's only been here a little while longer than you, so she won't know much more than you will. However she does have a great sense of timing and a body that is quickly becoming honed by the many trials of the Crypt.
Hephaestus (100 CP) – No, no the Greek God of the Forge, just a Greek guy who is an awesome blacksmith with the same name. Don't worry, lots of people jump to that conclusion. Hephaestus won't dance his way down into the Crypt with you, but he is more than happy to upgrade your weapon before each attempt. His moods are a bit capricious though. Sometimes you'll get a broadsword, other time a whip, and occasionally you'll just get a slightly sharper dagger. If you happen to make it out of this Jump, Hephaestus will happily pick up his forge and anvil and move into your Cosmic Warehouse. He will hollow himself a nice little workshop off one side of your Warehouse, or simply take up residence in yours if you already have one.
Multi-Player Mode! (100 CP per Companion) – Bring up to four Companions with you. Give them a free background and the free 100 CP power for it too. But beware, every Companion you bring into the Crypt with you had best be light on their feet. You must *all* move in time with the beat... or none of you will.
Dorian (200 CP) – A mysterious man who disappeared years ago into the Crypt in search of his brother. He is Cadence's father and has spent those years under the NecroDancer's spell, forced to kill adventurers as the Dead Ringer the whole time. Your appearance has subtly weakened the music magic holding him in place. Should you manage to defeat him, Dorian will be more than happy to help you bring down the head honcho.

Drawbacks:

You may take up to 2. You may not take both Pacifism and Dance, Dance Revolution.
Total Remix (+0 CP) – You... don't *want* to defeat the NecroDancer? You want to do what? Did you not hear a single thing I said earlier? Okay, fine, you know what, this might be entertaining too. You don't have to defeat the NecroDancer to leave this world, but now you have to spend ten years in the Jump no matter what you do. Just don't bore me.
Missing the Beat (+100 CP) – Even though you can feel the beat thudding into your skin, you just can't seem to get into the rhythm of things. Expect to take far more damage as enemies gain additional time and turns on you.

Blood Thirsty Monsters (+100 CP) – No starting things out easy for you. The NecroDancer has stocked his dungeon with only the best of the best to ensure you die often for his amusement. Expect every monster to be tougher, deal more damage, and have surprising new abilities. Bats with breath weapons will not be uncommon.
So Many Monkeys (+200 CP) – Jailbreak in the Crypt of NecroDancer! This is not a drill! Expect truly horrific quantities of monkeys to plague every level on your way down. Don't worry, I'm sure you'll get used to the smell of a dirty monkey pressed against your face really quickly.
Everything is a Mimic (+200 CP) – Don't expect to find much treasure laying around. The NecroDancer has grown wise to the ways of adventurers and has long since exchanged all his loot chests with mimics. Don't worry, there's still treasure inside, if you can get to it. You didn't need all your fingers anyways.
Golden Lute (+400 CP) – What? The NecroDancer isn't enough of a challenge for you? Find then, but don't say we didn't warn you. The Golden Lute is a cursed artifact that takes the shape of a giant dragon. After you take down the NecroDancer you must fight this horrible beast in its trap-filled room. You must also take it down without missing a single beat. Fail and you'll find yourself struck dead and right back in the Lobby again, NecroDancer revived, and the Crypt waiting for your assault all over again.
Vow of Poverty (+400 CP) – Perhaps you actually did belong to one of those monasteries that demands this vow be taken by their initiates or maybe you have an extreme feat of loose change. Either way, merely carrying gold is suddenly extremely painful to you and the more you carry the stronger the pain grows. Blacking out at twenty coins is common. Don't expect to see a lot of sympathetic merchants either. Your Companions feel the effect of this drawback as well.
Pacifism (+600 CP) – You feel an overwhelming rush of empathy for those poor monsters trapped inside the dungeon with you. After all, it's not their fault that they hunt you down and feast on you time and time again. They're bound here just like you are by the magic of the NecroDancer. Okay, maybe not, but in any case you cannot bring yourself to hurt the horrible beasties. Weapons, any weapons at all, cause your skin to blister and boil until you can't hold anything at all. But at least you get this flower. I'm sure that will be tons of help. Your Companions feel the effect of this drawback as well.
Dance, Dance, Revolution (+600 CP) – You've grown tired of the weight of weapons of your hands and the feeling of cutting your way through foes like so much wheat. The sight of blood has come to bore you and there is no more thrill in conquering your foes through force. So you ask for a different challenge and boy have you got one. You still have access to the powers from your other jumps, but they no longer function as anything more than special effects. Fireballs burst into confetti and Lightning is now just a glorified light show. There are fewer monsters in the dungeon, one per room in fact, but each will challenge you to a contest of dance and showmanship. Each has their own style and you will have to show they up for be banished back to the Lobby in shame. The regular monsters are rather skilled and the boss of each level is a unique challenge of their own, but you had best bring your freshest skills if you hope to beat the NecroDancer.

The End

You have finally done it. The magic music that has been pounding at your sanity for months, or longer, finally crackles and dissolves into hissing white noise. Then silence. It is truly a glorious sound and you can't help but revel in it. Now you have a choice to make. You can feel it tugging at your awareness subtly as it has so many times before.

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

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

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

Notes:

+ I am aware that a number of the “Powers” are actually items. This is in keeping with the style of the game itself.

+ While it has been mentioned that this Jump has no true lose condition, I would consider spending several millennia trapped in a musical dungeon, dying repeated, and slowly losing your sanity a valid losing condition. Admittedly, it's not likely, but it is there if you want it.

+ Thanks go out to those who offered those first few words of encouragement that made me start and finish this. You know who you are, even if I don't.