Shattered Pixel Dungeon

You are one of the many heroes sent down into this dark dungeon,
let’s hope you are the one to end this.
To help with this take these 1000 Shattered points

Origins

Warrior
You are a **Warrior** who *Endures* their way through every battle.

Mage
You studied the *Arcane* in order to become the **Mage** you are today.

Rogue
You grew up poor forcing you to *Hide* all your life making you a **Rogue**.

Huntress
You grew up in the forest, and you learned the why of *nature* making you a **Huntress**.

Duelist
You studied the art of weapons allowing you to use extraordinary *techniques* allowing you to be the perfect **Duelist**.

Cleric
You are a follower of the *divine* making you a **Cleric**.

Location

The city
You don’t even start in the dungeon.

Sewers +200SP
This may seem disgusting, but it's the safest start in the dungeon with only large rats, snakes,weaker gnolls, flies, crabs, and slimes as well as a ghost asking for help, but be wary of the last slime, it’s filled with dark magic.

Prison +400SP
This is where things are getting dangerous. This Prison only holds the mad, the undead, and the earliest of the dwarven machines, but there is a merchant and a wand maker who will offer their services to those who have gold or alchemical ingredients respectively, but most of all be aware of the last prisoner who won’t fight fair.

Caves +600SP
This is bad. This is the home of the gnolls, and the wild life is just as bad, and that’s not even considering the far more powerful dwarven machines, especially the last machine they made, but you might want to check out the troll wanting his mine cleared out.

Dwarven metropolis +800SP
What are you even thinking? This is too dangerous. The dwarves are clearly prepared for war, and you are making yourself an enemy, and they moved away from machines to go to far stronger golems, and they have too many elementals, but there is a friendly demon here who needs help starting a shop, maybe you can help? But be aware of the king, he can’t seem to die.

Demon halls +1000SP
This is a mistake. You won’t survive the demons without the supplies from the earlier floors.

Perks

General

Basic Training (Free)
You know the basic requirements to use every weapon, you know about edge alignment, how bludgeoning affects the body, and how penetration does deep damage.

Demi Human (Free)/100SP/200SP
You aren't human, but you're close enough for free the only real difference is looks, for 100SP you can be something like a dwarf, or a weaker gnoll, for 200SP you can be something like a troll, or a stronger gnoll.

Blacksmith 200SP
You are well acquainted with the metal arts being able to forge weapons and with more time armor, and with even more time reforged them into something better.

Alchemist 200SP
You have the knowledge to make any potion with the right ingredients,with Alchemical Energy can use alchemy to upgrade potions, and scrolls, and break down scrolls into Runestones.

Scroll Maker 200SP
You have learned the secrets of scroll making which is in a lot of ways better than alchemy due to the scroll's power to affect a larger area, andmore precise, but with usually non lasting effects.

Ring holder 200SP
You have luck when it comes to finding magic rings, and other magic accessories with the ability to use as many as will fit on your fingers.

Artifact Finder 400SP
You now have the ability to find more artifacts, as well as use as many as you can hold.

Trinket Maker 400SP
You can now make Trinkets out of rare but typically non-useful objects, Trinkets are items with passive positive effects, and related drawbacks to those effects.

Leveler 600SP
You can now level up to level 30, and this level resets every month with you keeping the benefits of every reset level just being able to level up more, however you must choose a theme, and it resets every jump.

Supernatural Talent 600SP
You have a truly unique talent you can learn any ability that you come across that isn't just a genetic or physiological treat that can be controlled.

Warrior

Broken Seal (exclusive)
You are an experienced Warrior, and this seal is the proof of it. You have been through many battles, and when you wear this broken seal on your armor your will will become a physical barrier against damage that scales with your armor, and slowly regenerates from taken damage. Not only that, but this seal can be imbued with a glyph that enchants your armor. (You gain the ability of the Seal passively post jump).

Healthy Eating (200SP)
You are really good at eating, not only can you eat a whole meal in a moment's notice, but you are basically indestructible in that moment, and if you are injured in some major way the wound will become somewhat less severe.

Better Barrier (200SP)
The barrier from your seal gets better, not only is it just passively stronger, but whenever you drink any potions most of your barrier is restored. (If you don't have Broken Seal you just get a barrier equal to the barrier boost you would have gotten if you had a barrier)

Provoked Momentum (200SP)
You are an excellent Warrior, whenever your defenses are broken (like your barrier) your next attack is just that little bit more powerful than what it would be, but that's not the best part whenever you land a killing blow you can instantaneously make another action.

Veterans Understanding (200SP)
You know your equipment, whenever you wear armor you immediately understand its properties, and it doesn't take much longer to understand a new weapon, but there's more, whenever you throw anything not meant to be thrown it always finds a way to blind your enemy.

Mighty (400SP)
You are mighty, you are simply stronger than you should be, and given a moment's notice you can go into a defensive stance to greatly improve your durability.

Berserker (300/600SP)
For 300SP your rage is fuel, the more you are attacked the anger you get, and that anger makes you hit harder to a point, but if you are angry enough you can let loose, and go berserk making your will from a barrier at least twice as resilient as your health getting stronger the more hurt you are, and only ending once the barrier. For +300SP your wrath grows stronger allowing you to go berserk automatically instead of dying if angry enough, give you even stronger berserks to a point based on your anger, and allow your anger to foul your weapon enchantments.

Gladiator (300/600SP)

For 300SP you understand the arena, and from this understanding you have learned the art of comboing, the more you combo the better you can perform with some specific ways being knocking back your enemies, slim them with your armor, parring your enemy's attack, absolutely crush your enemy to the point where other enemies around the original enemy are also damaged, and simply releasing a fury of blows. For +300SP you haven't braced your role as a performer, not only does your combo get stronger if you build it up high enough, but killing your enemies allows you to keep your combo for longer without attacking, and doing that with a combo restores your defenses fully (barrier if you have it).

Mage

Mage Staff (exclusive)
This handmade Staff is a truly rare wonder, a magic item without magic of its one, but it enhances the magic of other items, specifically wands that are placed into it, but only one at a time which you can switch out at any time. (You gain the ability of the Staff passively post jump being able to imbue magic items into non-magic items).

Energy Rich Meal (200SP)
You are really good at eating, not only can you eat a whole meal in a moment's notice, but eating also causes magic to flow into your magic based equipment both recharging them and enhancing their next few uses.

Lingering power (200SP)
The magic of your items lingers, using scrolls or other limited use magic items enhances your magic based equipment, and using your magic based equipment enhances physical attacks.

Scholars Vision (200SP)
You have spent your life learning about magic so you can immediately understand any aspect about magic equipment you use, but you can see whoever you use it on even after they leave your line of sight for a while.

Magic Barrier (200SP)
You know that as a mage you aren't the best at melee combat, but you learned a skill to survive it you can directly convert the charge of your magical equipment into a barrier based on your health, and even if you don't the last use of your magic equipment before it needs to recharge will put a small barrier on you.

Magician (400SP)
You have learned a lot in your time, not only are you able to simply switch places with close mobile allies, but the last attack of your magic equipment before it needs to recharge will hit harder.

Battlemage (300/600SP)
For 300SP you have learned a special trick used by the mages of the past, weapons you imbue with a magic item are also effectively given a bonus enchantment based on the magic item imbued, and every time you hit an enemy with that weapon it also recharges half a use of the magic item. For +300SP you have learned the version of this, the recharge also goes to recharging your artifacts, the physical attack and bonus enchantment gets moderately and majorly stronger respectively after using the magic of the imbued item, and if the imbued item has full magic charge using some of the charge will give you a barrier based on the max charge of the item.

Warlock (300/600SP)
For 300SP you have dabbled in the darker side of magic, making your magic mark the souls of those it's used on based on the quality of the magic used on them, this soul mark will heal you a bit less than half of the physical damage you do to them while their soul is marked. For +300SP your soul mark has grown darker, satisfying your hunger for the physical damage you do to the soul marked, allowing your allies to not as effectively soul mark your enemies for you, and soul marks can temporarily resurrect your follen enemies to serve you for a time.

Rogue

Cloak Of Shadows (exclusive)
You are used to going unnoticed, mostly because you have this Cloak Of Shadows which can make you invisible at the cost of energy that this cloak passively makes while being worn, and you have quite a lot of experience when it comes to searching, giving you quite a *Wide Search*. The Cloak Of Shadows gets stronger the more it's used until it hits the pick that any Artifact can reach (You gain the ability of the Cloak passively post jump).

Hidden Meals (200SP)
You are really good at eating, not only can you eat a whole meal in a moment's notice (instantly if it's already quick to eat), but eating will recharge your artifacts (as long as your source of food isn't directly an artifact.), and you often find supply rations which while not as filling as normal rations they slightly heal, and slightly recharge your Cloak Of Shadows.

Ambusher (200SP)
You are quite stealthy, not only can you move around completely silently, but you surprise attacks due that little bit more damage that can mean everything.

Insightful (200SP)
Nothing can be hidden from you, not only do you understand everything there is to know about rings you grab, but you always know when there's a secret that can be relevant to you around.

Invisible Defense (200SP)
Using a limited use magic item turns you invisible for some time, and while invisible you slowly form a thin barrier.

Artifact Understanding (400SP)
Using Artifacts enhances your rings for a while, and your Cloak Of Shadows keeps charging at most of its efficiency even while you're not wearing it (this perk changes from keeping the Cloak Of Shadows recharge when off to enhancing it post jump).

Assassin (300/600SP)
For 300SP being invisible builds up a unique charge that you can use to perform a massive attack, potentially assassinating lower level enemies with low enough health depending on how much charge you built, and allowing you to teleport for the attack also depending on the charge. For +300SP you can teleport further, immediately assassinate lower level enemies matter the health, and you happen to be particularly lucky with looting the bodies of those you end with this attack.

Freerunner (300/600SP)
For 300SP running builds momentum to a point that you can use to go into a state for twice as long as you were running where you move twice as fast as you would normally, and you are quite hard to hit in that state. For +300 you are even harder to hit the lighter your armor is based

on your strength and you are better at non-magical ranged combat while freerunning, and your momentum charges while invisible, your freerunning doesn’t run out, and you are twice as fast as you normally are while invisible weather, or not you are freerunning.

Huntress

Spirit Bow (exclusive)
Your bow isn't a normal bow, it's a Spirit Bow. Your Spirit Bow can conjure an infinite amount of arrows that disappears after hitting the pray, and your experience with nature allows you to go through and search tall grass finding the seeds and water the grass here seems to be filled with without trampling them allowing them to be cover for you, but your connection to nature goes further allowing the dead or trampled grass to regrow upon stepping on them every so often potentially growing and collecting more seeds and water. (You gain the ability of the Bow passively post jump).

Natural Meals (200SP)
You are really good at eating, not only can you eat a whole meal in a moment's notice (instantly if it's already quick to eat), but eating will make you move faster for a small time, and you happen to find small berries that while not as filling as other foods will have a random seed.

Range Master (200SP)
Not only is your range weapons simply more durable, but hitting an enemy with your range weapons will make your melee hit a little bit harder.

Natural Knowledge (200SP)
Not only do you grow to understand your equipment faster than normal, but you always know where close enemies are.

Healthy Nature (200SP)
You get tougher whenever a plant affects someone in your vision, andusing potions causes nature to sprout up next to you and entangle your enemies.

Superior Marksman (400SP)
Not only does short accuracy increase when it would have normally decreased from being too close, but you can see the area around where your shot landed for a while no matter if you should physically be able to see it or not.

Sniper (300/600SP)
For 300SP you are a master at range, you can pierce through armor with your ranged weapons, and whenever you hit someone with a range weapon you mark them, and depending on what range weapon you use you can perform a special ability, for faster weapons you momentarily triple your fire rate, for a balanced weapon you fire a single shot instantaneously, and for a powerful weapon you spend twice as long to fire in order to guarantee your shot and make it stronger based on range. For +300SP your Your vision increases massively, your range weapons can use enchantments of your other weapons, and the quality of the range weapon can increase the duration of your sniper Mark.

Warden (300/600SP)

For 300SP your connection to nature grows allowing you to see through and harvest from plants without disturbing them, enhances your interactions with plait life, and makes it to where no plants are harmful to you only helpful. For +300SP, being around plants makes you more durable, drinking water can give you a protective barrier, and your special range weapons have much more durability.

Duelist

Superior Training (exclusive)
You have trained day in, and day out allowing you to perform special techniques with every non-throwing weapon you pick up by using the energy that builds up over time with you being able to store more the stronger you get, or even do this with power enhancing items that work on your body like the *Ring of Force*, and your training has given you another ability allowing you to instantaneously switch weapons twice every so often.

Focused Feeding (200SP)
You are really good at eating, not only can you eat a whole meal in a moment's notice, and eating recharges enough charge to use a normal special weapon technique while also enhancing your next few attacks.

Defensive Style (200SP)
You have learned a little trick to keep you going, whenever you use a special technique you gain a small barrier, and when you drink a potion your body automatically dodges anything it can while you're drinking the potion.

Perfect Timing (200SP)
If you take a moment before attacking you will hit a bit harder, and if you manage to kill an enemy with a special technique you gain some time of instant movement.

Adventurers Practice (200SP)
With your history of avengering you have learned how to instantly identify every aspect of weapons you hold with armor not being far behind, and while you are in a state where your artifacts are recharging faster than normal you will ragain special technique energy faster than normal.

Deadly Precision (400SP)
After using a special technique your next melee attack is guaranteed to hit as long as it's physically possible to hit, and hitting someone with a ranged attack strengthens your next melee attack.

Champion (300/600SP)
For 300SP as a Champion one weapon simply isn't enough, you've learned how to dual wield any weapon you can use one of while also being able to use each one as your primary weapon, on top of that your special technique charge builds half again faster. For +300SP you gain half a normal use of weapon charge after using two different weapon abilities, the quality of your lower power weapon improves to the quality of your higher power weapon, and if you use a weapon ability then use a different weapon on the same opponent they may be executed if they're both quite injured and not on a boss level.

Mock (300/600SP)

For 300SP you have learned a more spiritual art, you have learned ki which you can you gain very slowly over time, but you can immediately gain some by defeating enemies, here's what you know how to use ki for right now throw an instantaneous unarmed strike, prepare a guaranteed dodge an attack, throw an hard kick that sends however it hits flying away, and meditate to clear your system of any problems while recharging your magical equipment and artifacts. For +300SP every piece of lower power gear you can store more ki (depending on how low power to gear normally is), if you have enough ki stored up every ki ability is enhanced, and if you use a special technique and an above minimum energy ki ability you regain some ki.

Cleric

Holy Tome (exclusive)
You are a wo/man of faith, you carry this Holy Tone which channels, and collects the power of your god/s allowing you to cast a variety of holy spells including the spell Recall Inspiration which allows you to reuse consumable magical items that aren't literally consumed mas long as it wasn't too long ago that you used it. (You gain the ability of the Tome passively post jump).

Divine Meal (200SP)
You are really good at eating, not only can you eat a whole meal in a moment's notice, but eating strengthens your connection to the device both recharging your Holy Tome, but when you cast your next spell a thin barrier to protect you.

Divine Intuition (200SP)
The divine has given you two gifts, the first is Holy Intuition, a spill that allows you to tell if something is cursed, and the second one is Divine Sense.

Divine Fighter (200SP)
The divine has seen fit to give you some more of their light, whenever you physically attack an enemy who has some of the the Divine Light of the Guiding Light spell sticking to them the light goes into enhancing the physical attack, and you gain the spell Sunray which attacks your enemies with pure light blinding them.

Holy Protection (200SP)
The divine has shown their favor by giving you two more spells, the first is Shield of Light which improves your defenses against a single target for a time, and the second is Bless which temporarily improves accuracy and evasion while healing or protecting with a barrier (if cast on self it always makes a barrier).

Cleansing light (400SP)
Your connection to the divine has grown to the point where you don't even need to have your divine tome equipped to use it at most of its recharging efficiency (the recharging efficiency goes into enhancement post jump), and you have gained the spell Cleanse which makes you immune to having any problems with your body outside of wounds for some time and gives you a barrier to protect you from getting wounds in the first place.

Priest (300/600SP)
For 300SP you have advanced in your worship of the divine, and they have rewarded you, all of your spells have been strengthened, you can cast Guiding Light for free every so often, and you have gain the spell Radiance which is a spell of that releases a burst of light to dispelled the darkness around you, and stun your enemies. For +300SP you have gained three spells Holy Lance which is an extremely powerful attack that maximizes its damage against the unholy, Hallowed Ground which weekends your enemies heels your allies and protects you while

causing plants to grow in the area, and Mnemonic Prayer which continues the effects ongoing with your allies and enemies.

Paladin (300/600SP)
For 300SP you have chosen to fight for the divine so they chose to help you with that, the The spells Holy Weapon and Holy Ward has been improved to allow them to work with your weapons and armors enchantments, and you were given the spell Smite which is a powerful guaranteed melee hit. For +300SP you have gained three spells Lay On Hands which protects or heals those you touch (always protects you), Aura of Protection which increases yours and your nearby allies' resilience and your glyph power, and Wall of Light which puts a temporary wall between you and your enemies.

Items

Every item can be purchased repeatedly.

Universal Starting Items (Free)
Everyone starts with cloth armor, a water skin, and a velvet seed pouch, but every class also has a separate starting item for themselves. The Warrior gets their worn short sword and some rocks, the Mage gets a wand of magic missile Automatically in their staff, the Rogue gets a dagger and throwing knives, the huntress gets studded gloves, the Duelist gets a rapier and throwing spikes, and the cleric gets a cudgel.

Different Armors (Varies)
You can upgrade the armor you get for +100SP each tier all the way to your hero armor. Here's the possible upgrades: leather, mail, scale, and plate. For +200SP you can make your armor a hero armor, every hero has a unique variant hero armor: Plate Mail, Robe, Garb, Cloak, Breastplate, and Vestments, but you only have one armor ability unless you buy an extra ability for 100SP each, and to maximize the power of your hero armor you would need to spend an extra 200SP. For 200SP more you can get a glyph of your armor.

Better Weapons (Varies)
You can get better weapons for every 200SP you get one tier higher gear starting at tier 2, and for 200SP more you get a common enchantment, but for 200SP more than that you get a rare enchantment instead.

Throwing Weapons (Varies)
For 100SP you get 4 throwing weapons of the same type starting at tier 2 for 100SP you can either double the amount of weapons you get or upgrade the weapons you get by 1 tier.

Wand (100SP)
You get one of the wands, wands Have different amounts of charges they are able to store depending on how powerful the wand is (the stronger the wand, the less the charges).

Ring (100SP)
You get one of the magic rings found in the dungeon.

Artifacts (200SP)
You get one of the artifacts found in the dungeon.

Trinket (200SP)
You get one of the trinkets that you can make in the dungeon.

Extra Food (100SP)
You get extra food (it restocks daily post jump).

Seeds (Varies)
You get five of the normal seeds for 100SP, but for 300SP you get one rotberry seed that one's fully grown will be completely passive to you or even protective.

Potion (Varies)
For 100SP you get a basic potion, for 200SP you get an exotic potion, for 300SP you get a brew, or elixir (strength and experience variants cost double).

Scroll (Varies)
For 10SP you get a basic scroll, for 200SP you get an exotic potion (upgrade and transmutation scrolls cost double and may be discounted by already having them applied to some of your other equipment, all scrolls can be converted into their runestone variants).

Gold (100SP)
You get 500 gold (will be converted into other currencies post to jump).

Spell (200)
You get one of the Spells which are items with a singular repeatable effect.

Storage (200SP)
You get one of the storage items sold in the dungeon (you start with the velvet pouch).

Drawbacks

More Time (100SP)
You stay in this world 10 more years every time you take this, be careful of old age.

More Enemies (200SP)
Every time you take this you have to face 20% more enemies.

Worse Enemies (200SP)
Every time you take this enemies get 20% stronger.

More Floors (400SP)
You have to go through 5 more floors for every time you take this with each set of five having unique enemies based on the floor, and strength based on where the floors are relative to the whole dungeon, and a unique boss.

Growing Darkness (600SP)
Yog-Dzewa gets stronger the longer he's in this world so unless you want to deal with a calamity you better take him out quickly.

Scenarios

Free the amulet, and save the world

(Gauntlet mode, and doubles the value of all drawbacks except more time and growing darkness)

You start with no shattered points and have to force your way through the dungeon with just your body mod (and a free for this jump leveler perk), after you face all the dungeon has to throw at you the first time; you have to come back from the bottom all the way to the top with the Amulet of Yendor which is both enhancing the enemies the higher you go, and calling out to them if you just tried to run through the floor avoiding the enemies due to the influence of Yog-Dzewa still on the amulet, but the other known god of this world will be helping you by healing you every time you get back to where you defeated a boss and after you got the amulet out of the dungeon Yog-Dzewa will be banished from this world, good luck.

Reward: You a upgraded version of leveler where you keep the levels you get, and you get to keep the Amulet of Yendor Which will allow you to communicate with Godlike entities in future jumps, and possibly convince them to grant you a wish if it's within their nature.

Ending

Stay here

Go home

Continue avengering

Notes

Yes everything does eventually restock if broken