
DUNGEONKEEPER
Ami

Welcome Jumper, these lands have not seen one of your kind before but if you would spend some time here there are things you must know.

There exist two factions within this realm, that of the goodly gods of light and that of the evil dark gods, these various gods vie for power through their intermediaries, the gods of light through their various churches and champions from the surface and the gods of darkness through their dark temples, keepers, and denizens of the underworld.

Soon a young girl from another world will arrive to this world. This girl who once and still fights for love and justice is named Ami Mizuno, also known as sailor mercury. Mercury, who fell through the cracks between worlds will meet the horned reaper and be tricked by him onto becoming a dungeon keeper damning her soul to the realms of the dark gods, though she fights valiantly to regain her soul and do good while under the purview of the dark gods the world seems set against her, in a world filled with evil where even the forces of good are more likely to kill you than talk to you this young girl will find her own and wield the forces of darkness in an attempt to regain her soul and find her way home.

Over time she finds allies, both from the light and from the dark to aid her, though even friends and allies are suspect and old enemies are now perhaps closer than friends this world will be forever changed by the actions of the one known as The Dark Empress Keeper Mercury.

You arrive one month before she does.

You have 1000 cp to help decide your fate.

Location roll 1d8 tto determine where you end up or pay 50 cp to choose. Underworlders may choose to start in the underworld instead for no charge.

1. Frozen north- You start your adventure in the mountains of the frozen north, home of the dwarves and roaming orc bands. This is a mountainous area, though it is easy to lose yourself in.
2. Forgotten hamlet- You find yourself in a small hamlet, this town rarely sees visitors and they are happy to see a new face (and new money) so long as you don't make a scene you will probably be safe unless something amiss happens.
3. Blasted Desert- A hot lifeless desert as far as the eye can see stretches out before you, the keeper malleus is said to live somewhere beneath these sands though you know not where. You stand at the edge of this wasteland, A small oasis just within walking distance awaits you.
4. Shining Concordat- Home of many wizards of light and many faeries, the goodly forces here boast an impressive record of never having a keeper within their lands. Should you arrive here as a being from one of the dark races I suggest you lay low, you won't be found out u less you start something but this protection won't last if you decide to show yourself in some way.
5. Avatar Islands- This island chain is home to a truly ungodly amount of undead, a vampire keeper who fancies himself a god, and a decidedly odd group of trolls. A boat rests behind you and the vampires cannot cross water, You would be smart to leave if possible or seek out the troll leader Marda, though she is much more than she seems
6. The Underworld- Home of evil and misfit creatures of all shapes and sizes, the underworld is full of volcanic activity, crime, sadism, crime, and possibly poisonous giant mushrooms. Though possible to go to the surface from many places the underworld villages are also linked by underworld portals that often link to keepers dungeons or very rarely places above ground.
7. Azzathras Arena!- You must have pissed someone off keeper, or maybe not. You find yourself in the arena of the dark god Azzathra, You must kill an opponent before you can leave, luckily the opponent seems to simply be a normal human of undecided morality. No magic or tricks allowed just simple weapons, fists, and armor. After this is done you are free to be teleported to a place of your choice.
8. Free choice- anywhere in the world, good luck!

Your age is largely irrelevant and as such you may choose anywhere between the ages of 15 and 800 years of age, your gender is what you come in as or you may pay 50 cp to change it.

Race,

Your race can be one of any number of beings from the humble imp up to the mighty dragon and any number of things in between. Keepers have been shown to come in all manner of shapes from bile demons up to dragons, even sapient swarm of flies and dark angels as well.

Be warned however that if you are an evil creature or a creature generally considered evil most light side people will attempt to kill you on sight rather than talk to you. These are generally things such as dark elves, various demons, undead, goblins, trolls or other assorted dark creatures.

Backgrounds:

Drop In

Well it seems you are not from around these parts, while this doesn't come with any background enemies as such it also doesn't come with any allies. Good luck!

Keeper (200 cp)

So your a keeper are you? How deliciously evil. Your soul is bound to a dungeon heart and you are biologically immortal while one of your hearts exist though if they are all destroyed you die and by the same token if your physical body is killed they are all destroyed both of which will result in the loss of your chain sending you home. Your time here will probably be spent appeasing the dark gods and working your evil against the disgustingly good light siders. The forces of light despise you and trying to contact the light gods or their works not only burns you and causes your powers to be harmed it also makes the dark gods extremely angry at you. Good luck, everyone here probably hates your guts. (Must Take the Mandatory DAMNED drawback)

Light Sider

One of the Goodly people who worship or live in the surface world. You were raised in the service of the light, brought up to hate keepers and all they stand for. Though your forces are not as formidable as the forces of darkness your side has come up with quite a few tricks to even the odds.

Under worlder (+200 cp)

One of the many denizens of the underworld, your kind rather dislikes the surface world, their ways are strange and often make no sense. Why wouldn't you torture captured prisoners? It only makes good sense to use them for experimental materials! Those of the surface probably hate you and life frankly sucks for an under worlder, though you could always make a bit of coin working for a keeper the risks sometimes do not outweigh the rewards.

Perks

General

Not Hiring (free with dungeon heart)
A function of keeper magic is that anyone who agrees to do something for a keeper and is paid for it automatically becomes a minion. This has caused no small amount of trouble in the past for people who have found their carreers and even lives ruined for working for a keeper even temporarily, thankfully you have this perk. If you do not intend to make someone a minion then you can hire them as many times to do anything you want and a keeper minion bond will not form. You can toggle this if you wish however, never know when tricking people into working for you could come in handy.

Scary Good at Torture- 200 cp Sometimes you need information from someone, sometimes you need their help or knowledge, and sometimes you just want to be a sadist. One of the more evil skills found in these parts is the art of torture, though some creatures are sadly immune to the gentle caress of the red hot poker or carving knife. Lucky you there are other ways of torturing something and yes anything can be tortured, want to torment a zombie? Well that is as simple as some needles with living seeds embedded in them strategically placed in the right areas, A ghost? Well all you need is to use this light blessed dagger to carve in just the right places. With this ability you are a savant at torture and can find a way to torture literally anything given time.

Blessing of Metallia- 400 cp It seems the Dark goddess Metallia has seen fit to bless you with a portion of her power, with this power you can use large amounts of mana to turn inanimate objects and plants around you into young youma, these youma are often no smarter than your average dog though over time it is possible for them to one day become sapient. This process starts out as uncontrollably causing random objects to sprout limbs and come alive at first though over time you can learn to control the process so that only objects you choose are given life.

Drop in

100 Terribly Clever- You are just so terribly clever, able to quickly think on your feet and spot connections where other usually cannot. As well as being an overall quick thinker you also find it a bit easier to study and retain information. You have the makings of a fabulous bookworm.

200 Sailor Senshi Makeup!- ok in another world this would be amazingly more powerful, but here the ability to turn into a sailor scout just gives you a few minor boosts. This transformation turns your current clothes into a colored fuku (of another set of clothes if you prefer, chosen at this time) boosting all your physical abilities as well as giving you a rather large boost in mana from which you can draw to cast spells and an affinity to the element of your choice.

400 General Youma Powers- flight, teleportation, and the most impressive of all the ability to cast illusions so powerful they temporarily fool reality into thinking they are real, these illusions (called glamours) cause a constant drain on your mana and are generally more fragile than the real thing however, they also have a very definite range and cannot be cast from a range greater than 60 miles away.

600 A Price to be Paid- The dark gods accept only sacrifices as currency and do not suffer failure well, though sometimes failure is inevitable. As such you may find yourself running afoul of them in your time here, fear not jumper for the price of lives and souls demanded upon you need not be paid in full. With this you can take the life energies of others sucking away their very vitality, this is completely harmless in small amounts and even a large draw is more likely to put the target to sleep than kill them. The energy gained in this way has many uses as it is refined life energy and as such can stand in as payment for anything that normally would require lives and souls. As if that were not useful enough this energy can also be used to power various spells and even harm fully incorporeal targets.

Keeper

100 My gods the eyes!- Eyes are said to be windows into the soul, and yours show the evil lurking within you, when looking at you people feel fear and terror not unlike what they would feel if staring into the eyes of a great predator from the dawn of time. Your eyes glow like two fiery embers and as you grow in power (or become more angry) this effect also grows. Unlike most keepers however you can turn this effect on or off at will, lucky you.

200 Corruptive touch- The dark power flowing from your dungeon hearts has many uses, for a keeper trained in the ways of magic it allows you power your spells with the darkened mana of the Evil gods, this does a few things. Firstly it causes a kind of corruption giving anything you stay around for a moderate amount of time the certain motifs (generally 3 things, such as ice, fragility, and fertility causing the area to grow with tasteful yet lewd figures of women surrounded by ice flowers or flames, violence, and war to cause depictions of battle between many parties as well as flamelike patterns) This will mostly effect your dungeon however it can also be used to darken your spells warping any spells you know into darker more lethal versions when powered by this evil. Though normally this corruption cannot be turned off you can choose whether you want it to activate or not, giving you options certain keepers would be willing to kill for.

400 Freedom of Evil- The forces of the light have many tricks with which to hold back the darkness, things such as holy magic and wards or even magical traps to bind or kill those who wield the power of the dark gods. You however have little to fear from such machinations. Wards against you heat up in your presence and many either burst into flame outright or melt without you even noticing their presence, even if there were a ward inscribed on an unbreakable metal it would become so incandescently hot that it would likely melt the floor beneath it even if it were solid stone. Even more useful however is that traps made specifically to contain or bind you always have some flaw you can exploit to escape or possibly turn to your advantage.

600 Defilement of the Light- Sometimes disgusting things like virtues or morals are more than just guidelines, sometimes they are requirement or even a weapon. That is no longer a burden to you however. Holy relics that repel evil, arcane cloak that can only be worn by good, magic sword of light, holy ground upon which you kind cannot step all of these can be corrupted by your dark influence. Smaller less powerful things are easier to corrupt requiring only a portion of your will and your touch to be changed into an evil version of what they once were though more powerful things such as holy artifacts or things such as holy ground may require the sacrifice of many innocents, though nothing is incorruptible to you and nothing is sacred. Given time and a little work you could even corrupt beings who once were pure, though sometimes that could take a lot of effort.

Forces of Light

100 A Trustworthy Face- Some people can't be trusted, some people can, and some people just make people feel good to be around them. You are one of the last one, people just seem to find themselves more likely to trust you, giving you more leeway than they would others as well as being far more likely to speak with you instead of just attacking you on sight as they normally would.

200 Priest of the light- The teachings of the light are those of goodness, strength, and healing, in opposition to those of the darkness. You have been trained as a priest of one or more of the gods of light, as such you have learned to use the powers of the light to do such things as creating wards against evil, imbuing your weapons with light to sting and harm followers of the darkness, and perhaps most importantly how to heal the wounds of others. The blessings of the light are many, and with your help their shall be put to use.

400 Forged Of Gods- The powers of the light have their own strengths of course, among those is the ability to create hero gates through which no evil may pass, you also can now create these portals, with enough preparation it is possible to create hero gates strong enough to pass a small army through. This also grants you the knowledge of how to craft weapons and items out of adamantine, a metal that is made of the remains of a dead god, and even allows you to forge otherwise unbreakable metals as if they were steel.

600 Corruption of Good!- Who says corruption has to be a bad thing? If used in the correct way even the powers of darkness can be powerful weapons in the arsenal of the light. Through prayer and ritual you can turn even the darkest of artifacts to the side of good, channeling the lights power instead of the accursed darkness, as an outgrowth of this you can also "corrupt" or otherwise turn beings of evil into being good and following the path of the light given time and effort even the darkest of creatures can be made to see the light.

Under worlder

100 Sexy Sexy Evil-
Who says evil has to look ugly? Just look at the dark mistresses to see how much of a lie that is. Flatly put you are sexy, and you know it making even those who wouldn't normally be interested take a second glance and now things that you inflict upon yourself such as corruption or masochistic tendencies no longer scar or disfigure you, sure you could keep a scar if you wished but why would you harm such perfect skin?

200 Torture Proof Masochist-
Like the dark mistresses you take a masochistic amount of pleasure in pain, so much so that you are virtually unable to be tortured as any pain you would feel is instead be changed into pleasant sensations. Of course you can toggle this if you wish, assuming you don't lose yourself in it of course.

400 magical expertise (toss a chicken in it)-
You are a rare talent when it comes to wizardry and magic, having studied for many years not only can you cast the most common forms of magic such as fireballs and various curses you can also alter spells with a quick look at the wording and a bit of thought. For instance a spell that causes a person to grow a beard could be altered to cause massive amounts of hair to grow all over their body making them unable to move. You also have the rare talent of knowing when a magic spell or experiment is about to go horribly wrong and can often come up with an expedient way to diffuse the problem (including running away) who knows? Maybe you will need to soak off a massive amount of magical radiation using nothing more than a crowbar and a couple of chickens one day?

600 New Age Necromancer-
Once upon a time wizards were happy enough being able to raise undead, throw fireballs, and curse their enemies, well those were the old days and this is now. You are a modern wizard, you know the value of a well enchanted suit of armor. You know how to mix enchantments in such a way that things such as moving remote piloted armor suits are a very real possibility that you can make reality, magic powered railroads and three dimensional rune set ups are simply child's play for you, and even something as complicated as creating a gold powered dungeon heart is eventually possible. Though most enchantments are powered by mana you can offset this somewhat in two ways, either by instead binding the souls of the dead to your creations lowering the mana cost considerably the more souls you bind to it or by burning gold to take the place of mana that would be spent if you are squeamish.

Items

Gold, lots of gold 50 cp
Gold, shiny glimmery, beautiful gold. You receive a stipend of gold once a month from now on, a chest containing roughly 500 gold coins will appear in your warehouse other property you own. These coins can be used as you see fit though don't wave them about too much or people may decide they need it more than you. If you wish you could instead have an equal value of gems instead of gold, if you are into that kind of thing.

Radio of the Gods- 100 cp
Sometimes, it's hard to communicate with the gods, even when they want to talk back. Not in your case. This artifact, looking like a mundane ham radio, will let you send and receive messages from any divinities listening. Unfortunately, this isn't private, and Dungeon Keeper Ami is absolutely unable to use it, even by proxy.

The basics of magic book series 100
A set of books detailing the basics of magic here in this world, though no more than you could normally find if you went to a market this set has the plus of working as a easy starting guide for most magical disciplines here and simply reading one of them is enough to make you an initiate of the chosen school be it necromancy, elemental magic, curses, healing magic, or even the more odd schools such as portal magic. The downfall is that in order to cast any spells you would need a supply of mana which takes time to build up for a normal person as you have to actually be practicing magic to start producing mana but with time and practice anyone could learn these spells.

Mindless Youma Body- 100
This youmas mind was unfortunately destroyed by being locked in the eternal sleep for far too long, almost nothing can be done to bring them back from this current state of being a mindless vegetable, though sad it does offer an opportunity to you. Should you wish it you can possess this body and use it as your own at will, it looks like a moderately well-proportioned human with a few animalistic parts added on though over time it will come to look more like your body mod body. Though if you one day do figure out a way to save the broken mind of the being inside you may find that they share many of your memories and will be willing to join you as a follower and obtain the effects of the 400 cp drop in perk General youma powers, I hope you enjoy your new sibling at that time jumper. If they die while you are possessing them they will respawn at the beginning of the next jump, if they are their own person at that time however then they will wake up in your warehouse within a week and you should feel ashamed of yourself.

Collection of Life Force- 200
A collection of jars containing the life force of almost every sapient and quite a few samples from non sapient creatures currently available in this world, each of them is clearly labeled and can be used for sacrifices or just general necromantic purposes. Should one be used it will gradually refill over the course of a week, there are many extra jars as well and should you wish it they can also be used to store new samples of life force from other creatures by reciting a simple spell with the creature as a target.

Drop in

Mercury/jumpers magic visor 100 (Free drop in)
A truly amazing piece of magical technology, this visor takes the form of a pair of glasses in a color you choose. When worn you can see, record, even play back magic within your range of sight. Has many other functions as well allowing you to zoom in on objects up to a near microscopic level. Can be stored and summoned at will and when not in use they will take the form of an object of jewelry that you choose.

Gem furnace schematics 200 (Drop in)
The secret to Empress Mercuries wealth has never been obtained by any who have attempted to find its origin but you have something that may just be able to one day rival her great wealth. These schematics detail a large furnace powered by magic and technology, once a day it produces Gemstones of your choice though it requires occasional cleaning to keep it in good working order. Please be warned people here would kill for this at the least, or make the price of gemstones plummet.

Do it yourself Dungeon heart 400 (discount drop in)
Not exactly a dungeon heart, this is actually a book explaining how to make the gold powered dungeon hearts found on the avatar islands, though it relies less on the power of the dark gods for mana it also has a much lower output than the older model organic dungeon hearts. While a person can be made a keeper using this kind of heart and existing keepers can use them as well it has many flaws such as the inability to create living imps, having a much much lower mana output than normal keeper hearts, requiring large amounts of gold in order for it to create mana as a normal heart would. On the plus side you can change its looks to some extent, generally it will keep the glowing orb in the center in some fashion but the other parts can be changed into quite a few different designs from plant statues, to bones, even a small crystal pyramid.

Mercury/jumper computer 600 (discount drop in)
A magitech computer of amazing capabilities it can run numbers, collate date, make inferences, and run nearly any program applied to it. The major plus to this is that it has truly massive computational abilities and can interface with nearly any technological or magical object you wish to apply it to, working as easily as an interface to read the magical programming (also known as enchantments) of a dungeon heart as it would the programming of a purely technological machine such as a computer.

Keeper

Crystal ball with frequency to a shady merchant- 100 (free keeper)
A crystal ball the slightly larger than a softball, this crystal can be used to scry different places as well as speak to others who have a crystal ball of their own, comes with the frequency of a rather shady merchant who takes payment in any currency though he prefers gold. Simply place an order with him and when the order is filled (which could take a while depending on how rare the objects are) he will send them directly to you via magic teleportation. He cannot sell objects from outside your current jump however and he does not have the ability to get truly rare objects such as one of a kind objects, though he is pretty useful if you want some shopping done and cannot do it yourself for some reason.

Sexy Evil Tailor- 200 (Discount Keeper)
This is a deed to a tailors shop with included dark elf tailor, he knows exactly what is needed to make a person look their most sexy, evil, and impressive, able to create clothes for any shape and size ranging from leather strips covering the important bits all the way up to dark billowing cloaks. No matter what look you are going for he can help you pull it off and look good doing it, though he normally works for gold he will accept any currency and at the end of the week he will give you your portion of the profits made from other customers. You will receive a new deed every jump to place as you wish. Beware though, he does try to push the leather underwear look.

Underworld Portal Schematics- 400 (free keeper)
This set of blueprints shows you how to construct a simple portal to the underworld which will allow denizens of this realm to enter your dungeon and join your forces should they so choose. After this jump portals to the underworld will instead link to the closest analog (which will may or may not be hell if no other subterranean world exists).

Dungeon heart- 600 (1 Free Keeper)
The seat of power for any would be keeper, this inactive dungeon heart can be used to start your own dungeon. It just needs to be placed underground and have the would be keeper spill their blood upon the center of the large disc shaped artifact and they will be bound to it ripping out their soul and sending it to the domain of the dark gods giving the would be keeper all the benefits and downfalls inherent in being a keeper (such as being immortal unless killed, being able to slap people telekinetically in the dungeon, hurl keeper lightning, and create loyal if sadistic imps). This is the more organic older model which creates mana with every pulse of the giant heart within. If destroyed the keeper will be banished from the land where it was destroyed unable to return, or at least a very large area around where the heart was once located and should they have no other hearts they will be permanently killed. After this jump you may either move it to its own room in your warehouse, return it to its inert form (safely without needing to worry about hurting yourself) or place it in an area underground somewhere in the next world. If you wish you may import a dungeon heart you have from a previous jump for no additional cost.

Light Sider

Prayer Slips- 100 (Free Light sider)
These paper talismans are actually amazingly useful, made by a priest of the gods of light when you attach one of these to a creature they will light up if the creature is evil and block its ability to use magic, however anything with more than an average amount of magic power has a rather good chance of simply burning the talisman out instead of being bound by it. You receive a stack of twenty, and a new stack once per month as needed.

Crate of adamantine- 200 (discount light sider)
Adamantine, the rare metal forged by the dwarves of the frozen north. This metal is the result of a dreadful battle between the gods of light and the gods of darkness, this metal is all that remains of a once mighty god of light that fell to earth while killing a dark god, after many years his flesh was changed and warped till it became the metal adamantine, nearly impossible to forge without the correct knowledge this metal is nearly indestructible and harms creatures of evil like fire while blocking dark magic completely. You now have a crate of this amazing metal and shall receive a new crate once a year. Though this may not seem like much especially with the requirements on forging it, you need not worry. This Adamantine will work as if it were normal steel up until its first forging after which its normal properties will be applied.

Temple of the Light- 400 (Discount Light sider)
You now hold the deed to a temple to the gods of lights glory, this takes the form of a large temple with a rather angelic motif, inside these walls lie many brightly lit alcoves, stained windows and prayer benches as well as many books on prayers to the light. This temple has many uses as good creatures will congregate to it in order to pray to their gods, or you can offer a donation to the gods of light here in an effort to gain a boon as the gods of light often need all the aid they can get in this world. Light magics and rituals performed here are many times more potent than they otherwise would be and should you invoke the power of a god of light you will often find them more free with their blessings within the temples walls. Another positive effect is that evil creatures and followers of the darkness cannot set foot upon these hallowed grounds, giving you some manner of sanctuary from them. This may become a warehouse mod after the jump if you wish, or you may keep it as a deed to place it where you wish in a new jump. Should you wish you can also speak to any gods of light in your current jump by going here, if they wish to speak with you as well that is.

Cloak of the avatar- 600 cp (discount light sider)
A copy of the Avatars cloak made by the gods of light just for you, wearing it allows you to channel and cast light aspect powers such as healing much easier, gives you a powerful passive forcefield and grants extreme regenerative effects strong enough to heal a stab wound to the gut in seconds. It can also aid in the healing of damaged minds, by putting it on someone traumatic memories will fade and broken minds can be healed from even the most severe damage.

Under worlder

Book of Horned Reaper Knowledge- 100 (free under worlder)
This book is either extremely valuable or worthless depending on how you look at it. Within its pages lie the secrets to how a horned reaper trains and fights, using this you can learn such subjects as summoning horned reaper garb (pauldrons, loincloth, chainmail bikini) in a flash of flames as well as how to summon a Reapers scythe which can harm even the undead. It also has an extremely well detailed breakdown of how to wield a scythe to deadly effect as a weapon of war. Maybe you have a use for this tome?

Magic Staff- 200 (discount under worlder)
A magical staff with which you can cast many of your dark spells, it grants a moderate boost to the power of any spell you cast while holding it and can also be used as a battery of sorts allowing you to store mana in it with no upper limit to be used at a later time.

Dark Temple- 400 (Discount under worlder)
You now hold the deed to a temple to the dark gods glory, this takes the form of a large temple with a rather demonic motif, inside these walls lies a large pool of black water which moves and froths as if things lived within its depths, though you cannot see the bottom you have been assured that it is quite shallow. This temple has many uses as evil creatures will congregate to it in order to pray to their dark gods, or you can offer your own sacrifices here in an effort to gain a boon as the dark gods do so love a good sacrifice. Dark magics and rituals performed here are many times more potent than they otherwise would be and should you invoke the power of a dark god you will often find them more free with their blessings within the temples walls. Another positive (or maybe not so positive) effect is that goodly creatures and followers of the light cannot set foot upon these unhallowed grounds, giving you some manner of sanctuary from them. This may become a warehouse mod after the jump if you wish, or you may keep it as a deed to place it where you wish in a new jump. Should you wish you can also speak to any dark gods in your current jump by going here, if they wish to speak with you as well that is.

Desecrated cloak of the avatar- 600 (Discount Under worlder)
The dark and desecrated mirror to the avatars cloak, this cloak does not heal instead it empowers dark magics making them far more effective by channeling the will of the dark gods. It was created by desecrating the avatars cloak, soaking it in the blood of innocents one sacrifice at a time each one killed before the heart of the previous sacrifice has stopped beating. Wearing this not only allows your dark magics more powerful it also allows you to cast dark spells for much less mana and perhaps the strongest ability it bestows the ability to become an incorporeal ghost. While in this state you can still be harmed by magical attacks and attacks that harm the soul but physical attacks will pass directly through. Beware, as the dark gods whispers are harmful to the mind.

Companions! Because everyone needs a friend!

Canon companion- 100
Should you choose you can take a person from this world with you at the end of the jump. They should be happy to come though remember most people in this world are not very nice people.

Companion Import- 100 or 300
You have someone you already like with you? That's ok, for 100 cp you may import 1 person into the background of your choice. They will receive 400 cp to do with as they wish, or for 300 cp you may import up to 8 companions into backgrounds of their choice with 400 cp each to spend as they wish.

Oc companion- 100
Or maybe you wish to take someone as a companion who does not appear in the story? That is fine too, choose their race, age, and background for free, they also receive 400 cp to do with as they please.



Youma companion- 100 cp
A youma fished out of the abyss of the dark gods realm. They are still rather close to being insane though time spent with them will make them better. These companions generally have anthropomorphic animal features though some can be quite human. They will receive 400 cp to use as they wish as well as the drop in background discounts and the 400 cp general youma power perk free. they really need a friend right now to love and care for them so please be gentle.



Ami Mizuno- 300
Also known as the Dark Empress, Empress of Perversion, And the sapphire Keeper this girl appears to be (and in fact is) the 15 year old Sailor Mercury. She is thought to be one of the most evil and smart keepers in history, after the jump she has agreed to join you on your adventures in an attempt to one day destroy the dark goddess Metallia and save her world. She has all the keeper perks, the Blessing of Metallia and Sailor Senshi Make Up! Perks as well as the Mercury Visor and Mercury Computer items free of charge as well as being extremely smart. As a recruitment bonus, you can separate Ami from her Dungeon Heart, but in that case, it does not come along.



Horned reaper- 100
A horned reaper has agreed to enter your service, these dark creatures generally only like two things, killing things and murdering things. They have demonic red skin, horns, teeth that seem to take up most of their face and a penchant for scythes that is downright evil. Their scythe can harm even the undead as if it were normal living flesh and unbelievably this one will not attempt to backstab or betray you!

Avatar Amadeus- 300
The Avatar, champion of the gods of light, this man is strong beyond the abilities of normal men and an expert in the art of battle even if he did not have the blessings of the gods of light. He receives all the perks from the light sider background as well as the cloak of the avatar item. He also has the ability to channel the gods of light, allowing them to speak through him as their chosen champion. After this jump he will choose to come with you for one reason or another, probably in an effort to slay even more evil.

Drawbacks

You may take up to 800 cp in drawbacks, because the dark gods love a masochist.

Rumors +100
Someone seems to love spreading terribly embarrassing rumors about you Jumper, somehow they always know the things that are the most embarrassing to you and spread this information like a wildfire. If there is nothing true to spread then they will lie, either way you will not like what's being said about you.

Damned +100 (mandatory for keeper, Keepers get no points but do not count this towards drawback cap.)
Your soul has been damned, sent to the realm of the dark gods and under their sadistic and watchful gaze it shall never know peace from torment. If you lose a dungeon heart they will take great pleasure in torturing you for weeks before sending you back through another heart (if you have one) and should you die or displease the dark gods they will make sure you feel every bit of pain they can inflict upon you through their claim upon your soul. Should you die and go home you shall only leave the jump after many weeks of painful and inventive torment.

Target! +100
It seems you are famous for all the wrong reasons, literally everything you do seems to make people have the wrong idea about you and only gains you more enemies. Its like a target was painted on your back or something! Why wont they leave you alone? I hope you have a body double or some way to change your looks.

Death god squatting at your doorway +200
Well it looks like you royally pissed off someone jumper, Crowned Death has decided he wants to make your life a living hell, and to do so he has personally curse you. From now on any thing you own and anything around you will slowly rot and break down, sure you can appease him for a time by offering him sacrifices but this will only get him off your back for a week or so at most.

Inconvenient corruption +200
It seems something about you causes everything you own and all those in your direct vicinity to undergo a rather embarrassing change gaining highly embarrassing motifs and sprouting rather suggestive and lewd themes. Armor becoming boob plate and having large gaps to show more skin, clothes turning into bikinis at most, pictures and statues getting extremely racier and lewder are common place and even your weapons are not safe. If you are a keeper the effect is much worse as literally everything in and around your dungeon is affected, and everyone knows it is your fault.

Well known weakness +400
You have a weakness, something relatively common that others can exploit. Maybe you like ice spells and everyone knows you are easy to beat with fire attacks, maybe you like conjured minions and everyone knows you can dispel them easily with holy water, whatever the case is everyone knows your weakness and will be using it against you any chance they can. Should you not follow this kind of formula you must choose an easily countered weakness, maybe a specific item that is common is a horrendous poison to you? Either way nothing you do can completely counter it or stop this from being a major problem for you and any minions you may have.

Just terrible awful very bad luck +400
You woke up, fell out of bed, stubbed your toe on the dresser, then rolled down the stairs to breakfast, That's pretty much the best part of your day. From now on literally everything that can go wrong is going too, enemies just happening to walk into a secret area of yours, experiments exploding for no known reason, your pet chicken getting eaten by a goblin all this and more is your life from now on, hope you have insurance (not that they would cover a person in your situation)

MURKREZAR!!! +400
The Keeper Murkrezar is back a little ahead of schedule, this extremely intelligent keeper once accomplished many dark deeds such as the destruction of the avatar islands, turning the avatar into a troll, a female troll, and defiling the cloak of the avatar. He also has a penchant for magic rings, he is coming after you and will devote his every waking hour to making your life miserable in any sadistic way he can. He wont be willing to stop at just you either, anyone and anything you love is a valid target and should you kill him you will find that the thing you killed was actually an innocent bystander wearing a cursed ring to look and think like him.

Hostile divinity +600
Hostile Divinity - A god that's on your side is outright hostile to you. While the Light is less likely to outright take action against someone on their side, they certainly can and will withhold their power from helping. Dark gods will take much more action - plagues upon you and those with you, forced duels to the death and assassination attempts are common occurrences to you, good luck as you will need it.

Azzathra's Wrath +600
Ok yeah you really are in a bad situation now, Azzathra has decided you have to fight in his arena once a year every year till it is time for you to leave this realm. When fighting all enchantments and spells cast are automatically cast on both participants, and any trickery such as trying to use spells to summon outside help or weaken your enemy also have a chance of enraging the dark god even more. You must fight to the death using only weapons and armor and your own body against foes that may very well outclass you but at the very least equal up to you physically. Should you lose you will be sent home, should you win you get to do it again a year later.

ENDINGS, Happy and otherwise.

So your time here is over. Did you have fun? Well now it is time to make a choice.

Will you Stay here? And continue your work?

Will you Continue on with your jumping into new adventures?

Or will you go home and take all your powers?

No matter what you choose all drawbacks are rescinded, the dark gods no longer hold claim to your soul, and you are free of any bindings placed upon you. Free as you were before you came to this place. Good travels jumper.

Notes

An Aionon jump, LOOKY I SIGNED ONE FOR ONCE!

Generally keepers have the following powers: Telekinesis within the confines of their dungeon, ability to teleport minions and money freely within their dungeon, ability to shoot keeper lightning, the ability to possess their minions, immortality unless they or their dungeon hearts are killed, and the ability to draw mana from their dungeon heart in greater amounts than most people usually have.

Dungeon hearts can actually do many calculations for spells automatically which would normally have to be done by the caster, this allows them to intuitively use spells much more easily than would otherwise be possible. They also take care of more important tasks such as recycling the air within the dungeon and making it so that walls and ceilings do not collapse.

Dungeons can spread more quickly on property you actually own, far more quickly, as the heart will gladly extend your territory to match your ownership bounds.