"Generic " Dungeon Builder Jump by DungeonBuilderAnon

Some people go into dungeons for the thrill of fighting, for loot, for glory, or to get those annoying NPC´s to shut up about their lost family heirloom or similar. You? You´re going to be building a dungeon for ten years, and you bet some shitty NPC will lose their stuff in there. Have fun

You receieve 1000CP to pimp out your Dungeon.

Age and gender are irrelevant when you´re building a nice big dungeon! So choose for yourself, but if you want some brackets to choose from, roll 1d20+18 for age i guess.

Roll 1d8 for location:

·1: The centerlands: Not much of note here, giant plains and forests cover the land. There is one or two big towns around.

·2: The Northlands: Tons of ice-aligned monsters and huge beast. The underground has some big cities inhabited by humanoid races, such as dwarves or orcs.

·3:The Southlands: Flooded forests, and flooded underground ruins. There is an abundance of fishy monsters and ghostly undead in the caves.

·4: The Easternlands: Fire, volcanoes, and monsters of the kind you don´t want to touch without oven mitts.

·5: The Westernlands: Huge, dense jungles, both over and bellow ground. Plantlike monsters abound here, as do some savage humanoid races.

·6:the Northeastlands: A place where Science has trumped reason. Rogue constructs roam the land, with strange slimes born from the factories of mad scientists.

·7: The Grand Mountains: Situated on the Southeast part of the world, these gigantic mountains are filled with earth-aligned monsters, great ravines and abandoned mines. They are surrounded by a great desert.

·8: Free pick.

Origins: You didn´t drop into this admittedly generic world out of the sky did you? How did you even get a hold of a Dungeon of your own?

- Drop-In(0cp): You... actually dropped from the sky? You find your Dungeon Heart already in your posession. No additional dungeon-building knowledge in your head.
- Novice Dungeon Builder(50cp): You studied the wonderful art of dungeon building since you were little, probably from a now-dead wise master of the dungeoneering arts, or you went to Dungeon Building school. You have quite some theorical experience on dugneon building, and a little practical one.
- Hero (50cp): You were tasked to guard some important item, train people safely or drive monsters away from a town, so you decided to make a Dungeon for it! People of the land like you, but you are still not very famous here.
- Overlord (100cp): You are the evilest of the evils of this land. A true-and-tested overlord, with a natural talent for leading your evil minions and crushing pesky heroes.

Origin-Discounted Perks:

Drop-In

- Merchant Dungeoneer(100cp, discount Drop-in): It´s just business, isnt it? Adventurers visiting your dungeon will understand that what your dungeon is like does not reflect how good or evil you are, and judge you based on your actual actions, not based on your theoretical skeleton army.

- Just Business (200cp, discount Drop-in): What happens in your dungeon, stays in your dungeon. As long as you don´t kill people without reason or do obviously evil actions, people will believe you are in the right to do so. It´s your property after all. Outside of your dungeon, people are less inclined to try to get revenge on you.
- It´s all fun and games (300cp, discount Drop-In): You like having fun, and you´d like other people to have fun too! That´s where this perk comes in: people will feel compelled to join you in your festivities, whether it be a party or a minigame tournament hosted in your dungeon. More people will be attracted to your dungeon if it´s made with fun in mind, too.
- Keeper of Secrets (600cp, discount Drop-In): Sometimes, you have to hide certain things from everyone, lest they endanger themselves. This perk gives you the uncanny skill to hide things anywhere, by simply putting a "out of service" sign, covering it with a blanket... Instead of being curious about what it does, or opening the door labeled "do not enter", they will respect your privacy, unless they are actively looking for what you try to hide.

Novice Dungeon Builder

- It´s time to work! (100cp, free Dungeon Builder): When it comes to getting things done, you do not stall or procrastinate. You get to work inmediately, always remembering to never leave for tomorrow what you can do today. After all, a day spent working is a day less until you can enjoy what you´ve made!
- The planning stuff (200cp, discount Dungeon Builder): While building is hard work, it´s relatively mindless- as long as you follow your plans. While before you might have spent days developing the layout, examining the terrain and carefully calculating if the pillars would hold, your training has allowed you to do these things on the fly. Never find yourself wondering what goes where again!.
- Sometimes, you have to do things yourself (300cp, discount Dungeon Builder): And when you do them, they are well done. When people find themselves unable to carry out your instructions, you lead with the example, and they take it to heart. You could teach someone to do brain surgery by doing it yourself in front of them. Might not work as well with magical teachings, though, and they have to be physically capable to do it.
- Wonder (600cp, discount Dungeon Builder): Your works have a certain... something to them. Wheter it´s a masterfully crafted blade or a impressive structure, as long as you have fun making it, the end result will be that much better for it, and everyone will feel the same joy when seeing them. You pour love into your creations, and they repay it in kind.

Hero

- To help people! (100cp,free Hero): You do what you do for one reason: to make things better for everyone! When you set yourself a noble goal, you will find it much easier to focus on it, wheter it is building a dungeon for monsters to live in so their former nests can be safely traveled or setting out to defeat the Demon Lord.
- Redemption=Life (200cp, discount Hero): Your endeavors to help everyone have led you to realize everything would be better if the evildoers were redeemed, rather than killed. When you try to turn them away from their evil ways, you can appeal to the good in their souls, and as long as they have some semblance of it left, they will

at least listen to your long-winded speech about friendship and kindness. Doesn´t work if they are absolutely unrepentant evil.

- Rising to the challenge (300cp, discount Hero): The job of a hero is to push past limits, wether helping their subordinates better themselves or pushing past their own. You and the people who work for you become more proficient when facing great challenges, as long as you don´t give up. This bonus won´t always put you to the same level as an enemy, but it´be noticeable
- For the greater good (600cp, discount Hero): Sometimes, you have to do unsavory things in order to help everyone. Your will is made of steel, resisting the temptations of your enemies, even as you use their methods. As long as you do things for the good of everyone, you shall not waver. You aren´t the same as them.

Overlord

- When you´re evil (100cp, free Overlord): You´re evil, and proudly so. Whenever you wish, you may turn off your conscience and morality, feeling no regrets for what you do. Be careful to not do something TOO evil, though.
- Fear ensures loyalty (200cp, discount Overlord): *Cannot be taken with "Father to your minions"*. You are a scary guy, and it shows. People under you follow your orders to the best of their ability, because of their fear or respect towards you. Even if you dress in hot neon pink and act like a clown, you give off a vibe of "danger" to people, that puts them on edge. You can turn this off.
- A Father to your minions (200cp, discount Overlord): *Cannot be taken with "Fear ensures loyalty"*. You may be evil, but you aren´t mean. Not to your people, anyways. As long as you act kindly to people, they will overlook some of your more evil actions, if you really care for them. Your underlings will love you as much as you love them, and will die for you if you treat them well enough.
- There´s still good somewhere? (300cp, discount Overlord): When heroes come to challenge you, they seem to think you´re still redeemable. Unless you have done some truly heinous things, such as genocide, they will strongly believe you can be made to "see the light". You can play along perfectly, and even if you go back to your evil ways, as long as you wait some time before doing it again, people will still buy it.
- You and I, we´re not so different (600cp, discount Overlord): Some heroes do things they aren´t proud of, and you know. You can see when someone has deep regrets over their past actions, and you have the knowledge on how to exploit these regrets. You may once have been like them, you really aren´t that different after all... Convincing them to switch sides over these regrets becomes that much easier the more things they regret, and the more they do so.

Dungeon Hearts: Dungeon hearts are the most important part of a dungeon. They give you the means to build it, and keeping them safe is your most important task, because all adventurers will want to get their greedy paws on your treasures... and this is your biggest treasure. You cannot make your Dungeon Heart inaccesible to adventurers, because you will not gain power (either passively or from defeated adventurers) if your Dungeon is unbeatable. Nothing stops you from making it really hard to beat, however. Your Dungeon Heart is always on a floor of it´s own at the end of your Dungeon.

·Core (0cp): Linked to your very soul, this Heart allows you to magically reshape your dungeon when no adventurers are in it. The magic power passively generated by it will allow you to

expand your dungeon, adding more floors at a rate of 5 per year, and you can increase the power by having adventurers challenge your dungeon and fail. You start with 5 floors at the begining of each jump.

·Prototype Heart (100CP): This magitech heart is designed to allow you to build your dungeon much faster, at the cost of not being able to reshape it without effort like Core does. Prototype Hearts generate enough power for 10 floors per year, with adventurers providing less power than in Core´s case.

·Golden Heart (100CP): Cold, hard cash is what this Heart generates. Instead of using magic or technology to expand your dungeon, you have a skeleton workforce you have to pay, and this Heart passively generates gold for you to do so. However, since your dungeon will have to be built manually, it´ll be much slower to make unless you hire more workers. You dont start with any floors at the beggining of a jump.

Dungeon Themes: What´s your dungeon about? These themes give you the knowledge and abilities to make your dungeon have special properties, giving you minor benefits and utility depending on the theme/s. You can mix and match these together to create combinations,. You get **1 free.**

- Elemental(300CP) : Fire, Earth, Air, Water... ~~they were all at peace, but everything changed when the Dungeon Nation attacked.~~ You can theme your dungeon after any of these, and your monsters will optionally become aligned to these elements if you want, suffering from normal elemental strenghts and weaknesses. You can also use this theme in your puzzles. Not restricted to the classical elements, you can also take Ice, Poison, etc. as Elemental themes
- Industrial(100cp): Machinery! Your traps will be much more effective thanks to the power of SCIENCE. Spike plates powered by pistons, electrified fences... all manners of technological dangers are avaliable to you.
- Natural:(100cp) Perhaps you´d like your Dungeon to be a cave? A mystical mountain? A forest? This kind of Dungeon will have an easier time getting natural monsters to live in it, and beastly monsters will recieve a small boost to their strenght.
- Gothic (100cp): Ah, the charm of gothic architecture. Grand cathedrals and city streets give your Dungeon a certain... "flair". The ground looks really nice if splashed with blood, for some reason.
- Ruins(100cp): This theme is for the romantic ones. Ruined temples, cobwebs everywhere... this theme will give a bonus to spellcasting creatures that work for you in the Dungeon.
- Outside...?(100cp) This theme makes it so your dungeon has a natural sky inside it... somehow. Wether a great plain or a open ceiling, even if it´s not visible from the outside, this will be *a breath of fresh air* when compared to small enclosed spaces.
- Sewers(100cp): The classic! An Absurdly Spacious Sewer for you. Small monsters get a bonus here, such as rats and bats. Perfect for the first few floors of your Dungeon.
- Living(150cp): Gross. Your dungeon is alive, and probably filled with parasitic monsters. This means it can reshape itself more easily, and it just generally unsettles adventurers
- Jumper´s Theme (200CP, Discount Core): This allows floors of your dungeon to represent your previous jumps. The monsters will be based on ones from those jumps, and their loot will also come from it. Reminder that monsters will be level-capped to fit the floor you place them in, and the items will never, in any case, be unique ones (you cant get the triforce from drops if you jumped Zelda, or the Master Sword, but they might drop Arrows of Light in a high-numbered floor).

Advanced Themes: These are major effects on how your dungeon floors work.. Prototype Heart gets **200 one for free**

- Newton´s Nightmare (200CP): The gravity in your dungeon works differently! You can manipulate how gravity works in your dungeon, from making it lower or higher, to changing direction is specific zones, even link it to a timer.
- The lights arent all on downstairs(300CP): Your Dungeon´s lighting is now under your control. From making rooms pitch black, and unable to see in without torches or magical effects, to having rooms mysteriously bright even in the absence of lightsources.
- The Floor is Lava!(150CP): Your Dungeon has a dangerous floor! This makes the surfaces of your dungeon capable of acquiring special properties, such as making people who touch them smell like oranges, or... well, being extremely poisonous. Coupled with "Flooding", you can apply this effect to liquids.
- Flooding(150CP): This Advanced theme allows you to slowly fill a room or entire floor with a substance, be it sand, water or another non-dangerous substance. Coupled with "The Floor is Lava!" you can make it a dangerous substance, such as... well, lava, or something appropiate to it´s theme (Oil for an industrial themed floor, or Poison.)
- Dungeon Towns (300CP, Discount Golden Heart): This allows you to make your safe floors into small towns! These will sell items from your Dungeon appropiate to the floor level they are placed in, and you will get a small tax from the products they sell to adventurers. If taken with "Teleporters", Adventurers can warp out of the dungeon from these. They take up an entire Floor, and can be placed once every 10 floors, and after a Boss.
- Jumper´s Moving Castle (300CP, discount Prototype Heart): Your Dungeon is not rooted to the ground! While this forces your dungeon to not be underground, it can now move at the pace of an average van when power from the Dungeon Heart is provided- Keep in mind that this means if nobody visits your Dungeon, you will find it very hard to move it around.
- ~~Castle Megalo Metroid~~ Jumpervania(300CP): This perk allows you to make your floors and puzzles non-sequential in order. That is, your Dungeon is no longer separated floors independent of one another, but a comprehensive mesh of areas that can be travelled in different orders, and can have pathways that need items/abilities from other parts of the Dungeon. Adventurers who challenge your dungeon will feel compelled to explore every part of it. The power of monsters is dependant on both when they were built (as they would by floor number) and by the power neccesary to acess it.

Facilities: To improve the life of your minions, you can install some of these! If you have "Dungeon Towns", you can place these in them, which will also be used by Adventurers.

- Inn(100cp): A place for monters to rest. Improves the mood of monsters, as they no longer have to sleep on the ground. You get taxes if adventurers use these.
- Spa(150cp): Ah, a place to relax! This spa comes fully equipped to help release tension and forget one´s troubles. Comes with hot springs, if you want.
- Bank(200cp, Discount Golden Heart): A place for your minions to store the valuables they dont want the adventurers to loot! While you cannot use this to store items yourself, you may recieve money in exchange for this safekeeping, from both your minions and adventurers who want to deposit their belongings there.
- Library(200cp, discount Prototype Heart): Knowledge is power, and Magic is weaponized knowledge! And your minions now have libraries! They get a boost to learning ability while in here, and can learn spells.

Monsters: The real MVP´s of your Dungeon. These guys will protect you from those meddling adventurers, and keep your loot safe... if they can defeat the adventurers, of course. They respawn if defeated, consuming power from your Dungeon Heart appropiate to their strenght. They drop loot appropiate to their strenght and theme, and will respawn using up power from your Dungeon Heart if they were to be killed, proportional to their strenght. Their power is always dependant on the floor they are in, so if you had placed Cthulu as a Floor 1 monster, he wont be much stronger than a Slime placed there. He´d probably be very intimidating though. Boss monsters are placed each 5-10 Floors, and are always followed by a Safe Floor. They are appropiately level-capped, but always stronger than the monsters in the previous floors. They may have personalities, but they can never leave the Dungeon.

- Binding (100CP): This allows you to bind monsters you defeat (in this or other jumps) to your dungeon. They are also level-capped, but to a lesser degree than other monsters, depending on the floor. You could theoretically bind Darkseid after defeat, but he wouldn´t be a better level 5 boss than a Slime Dragon.
- Reminisce(150CP): This allows you to "import" a single previously fought monster into your Dungeon per purchase, appropiately level-capped, regardless of the jump you fought it in. They can also be imported as Boss-level monsters. They have the same limitations as Binding.
- Monster Safety(50cp): This allows your Boss monsters to respawn as soon as an adventurer leaves the floor they were in, meaning the adventurers wont get a free pass for 24 hours while the monster reform. Applies to the lesser monsters in other floors, making them respawn when the room is left.
- Companion Boss (100Cp): You can import your companions as bosses! This will allow them to roam outside the dungeon, unlike a normal boss, but they will still be level-capped for the floor they are the boss of, and cannot fight adventurers outside of that floor, unless the adventurer attacks first.
- Special Qualities (50Cp each): Allows you to make certain... "special" kinds of monsters.
    - Floormasters: These scary fellows shaped like hands will grab adventurers with a terrifying scream and drag them to the previous floor. For an extra 50Cp, they can throw them at the beggining of your dungeon!
    - Delicious!:Your monsters are... edible. Well, they taste rather good actually. While they might still have poisonous parts (or be wholly poisonous), their remains have delicious taste.
    - Bloody: Your monsters expel vast ammounts of blood when hurt- which might be useful if they have poisonous blood. This gets EVERYWHERE, but luckily, it cleans off your walls and floors after one hour.
    - Status Haxers: These annoying bastards will poison/burn/freeze your enemies with an alarming sucess rate, making even the hardiest adventurer wary to fight them without preparations. Goddam toxic blowdarts.
    - Ethereal: These monsters can walk through walls, and are unaffected by non-magical equipment
    - Smart: These monsters will employ cunning brutality (or brutal cunning), attacking only when adventurers are most vulnerable
    - Humanoid Form:This allows your more monstruous minions to take a humanoid form, in both size and shape, which might allow them to make their oponents understimate them. Yes, monstergirls are an option.

- Adaptability (100cp): Your monsters don´t forget easily. Instead of being trumped by the same tactics over and over again, they learn from their defeats, adapting to counter the very things they were weak to before.

Perks:

- A E S T H E T I C (50cp, can´t be taken without other "themes"): This perk allows you to change the aesthetic of floors within a given theme. If you have Industrial as a floor´s theme, this perk will allow you to make Sci-Fi in looks, but it cannot change functions.
- Musical Dungeon (50CP): Now your dungeon doesnt have that foreboding silence, instead having a catchy tune that will make adventurers sometimes sit down to listen. It´s also a great way to boost your ~~ratings~~ visits by adventurers. Maybe.
- Teleporting! (200CP): This allows you and your Companions to teleport between dungeon levels. It also allows Adventurers to warp backwards through the dungeon when they reach a safe floor.
- Tech Integration (200CP, Discount Prototype): Allows you to integrate technology from other jumps into your dungeon, which makes your Sci-Fi dungeon dreams real! If you´ve got the tech, of course.
- Magic Integration(200CP, Discount Prototype): Allows you to apply magic from other Jumps into the workings of a Dungeon.
- My Art is Dungeons (200CP, Discount Golden Heart): Your dungeons are truly awe-inspiring. From the small details to the enormous structures, every part of it shows dedication to the art. Your dungeons are not just holes in the ground, but places that archaeologist and architects will marvel at for generations. It also boosts the attractivenes of your dungeon, making more adventurers want to come.
- Phantom Service Announcement (100cp): Allows you to send messages to adventurers inside your dungeon, wether it be to taunt them or give advice on the Dungeon. Comes with free robotic and ghostly voice options!
- Dwarven Fortress Planning(300cp): This gives you astounding planning skills, and allows you to direct your minions to make veritable megaprojects, cutting down on the building time of complex features.
- Grand Director(300cp): Your skills when it comes to creating battle plans are unmatched. You can guide your weakest monsters to victory against strong foes, making your early floors more dangerous than before, as your monsters, when under your command, gain a noticeable morale boost, and benefit from your masterful plans.
- True Maze(300cp, discount Core): Instead of having to wait for adventurers to leave your dungeon to remodel, you can magically shift and move the dungeon around while they are inside, as long as it remains beatable and you dont just crush them with the walls. You can, in real time, redesing your dungeon.
- Portraits of Ruin(300cp, discount Core): You get massively improved painting skills, and the ability to create a small-ish pocket dimension inside them, where a floor of your dungeon will be placed. This floor will still follow the level-cap rules, and can have other paintings placed inside, which will count as a floor downwards. You can make them be things other than paintings, if you want.
- House of Leaves(500CP, discount Core): *You start with paralel lines that intersect, and you go from there...* This perk allows you to make your dungeon non-euclidean. Think the game "Antichamber". You can now make your dreams of a Hypercube dungeon true, but keep in

mind you cannot increase the total ammount of space in a floor. Trust me, the results would not be good for you.

- The Earth Remembers (500CP, discount Golden): Normally, you´d only be able to carry over 100 floors with you to your next Jump. However, by purchasing this perk, floors over 100 will be "stored" in your Dungeon Heart, and grow to the previous number over the course of a year.
- Secret Floor(500cp, discount Prototype Heart): Your Dungeon is not as it seems... You can create a "secret floor" or secret level where there is no actual level cap. It must be completely optional, but your monsters will be, at minimum, as strong as those on your deepest floor, and have no upper limit. For an extra 100cp, you can become the boss of that floor, unbound by level caps.
- Dimensional Dilemma(500cp): Hey! You´re not flat, you´re just dimensionally impaired!- Instead of following a... sane distribution, your Dungeon somehow manages to completely erase the third dimension. Sure, there is a background, a foreground and a place where you walk, but everything works like a 2D game would- or a 2d platformer, that is.
- Final Boss (500CP): Instead of being unable to fight the adventurers yourself, you are now the final boss of your Dungeon, appropiately level-capped while you are in the Dungeon to the number of floors your dungeon has. You will not grow in power beyond what you are out of the dungeon, though. All of the Dungeon´s rules apply to you as if a monster, including respawning, as long as you you are acting as the boss while in the Dungeon.
- True Final Boss (800cp): Instead of being unable to fight the adventurers yourself, you are now the final boss of your Dungeon. You will, however, not respawn.

Puzzles and Traps: Remember these are just some traps. You can always build your own traps in the dungeon, but you can freely place these in your dungeon without effort if you buy them. Traps of the same type hand-made by you or your minions will receive a bonus to their efficiency.

- Switch Puzzles (50cp): Buttons, levers, switches... if it involves pressing something to achieve a effect, such as opening a door or moving a wall, you can do it with this. Also gives knowledge on how to desing these manually.
- Temple of the Item(50cp): Your puzzles can require a special item, like a boomerang or a bow. A item of this kind will be provided in a chest in your dungeon, in one of the previous 4 floors.
- Skill tests!(100cp): Intelligence? Strenght? Agility? If they lack it, they arent getting through your Dungeon today!.
- The Magnetic Absortion Spikes^{tm}(100cp): These spike traps are very peculiar. When they´re placed, specially in deep pits or near chasms, they seem attract people when they lose their balance, drawing them in and impaling them. This effect becomes augmented when living things are kicked in the general direction of the spikes, even if the kick wouldn´t have been powerful enough to impale them there.
- Jumper Party(100CP): MINIGAMES! MINIGAMES EVERYWHERE! You can place minigames as puzzles in your dungeon, which need to be beaten in order to proceed, or as just side attractions. They CAN cost money, which you´ll get if they lose, but you´ll have to pay the rewards too. You also get the knowledge on how to build these kinds of games, and a innate "feeling" about when it´s safe to gamble.
- Goddam Water Dungeons (100cp, requires Flooded): This is... this is cruel, Jumper. Your puzzle is based on changing the level of a liquid to open pathways, which is a slow process

requiring a lot of backtracking. This could turn people away from your dungeon, but it´s very time consuming for adventurers. You get knowledge of hydraulics as a nice bonus.

- Mirror mirror (100cp): Puzzles related to light, and the redirecting thereof to activate switches and procceed. Mirror shield not included.
- Teleporting Maze (200cp, discount Prototype): You all know how annoying these can be. Gives some knowledge on building warp points.
- Spinning Maze (200cp, discount Prototype): Your Dungeon can spin around it´s axis, changing passageways and allowing entrance or blocking it to different areas
- Moon logic (300CP): Your puzzles can require truly alien leaps of logic to complete, without it hampering your dungeon heart. Using a cake on a locked door to open it, or using the key on a vase of water to advance are all possible with this. Beware, it will frustrate adventurers to no end.

Items:

- Dungeon Paint(50cp): Paint your dungeon with all colors of the rainbow with this... magical paint bucket? It IS rainbow colored, allowing you to basically pick any color you can think of, even an 8th color (if you can see it). The paintbrush attached seems to paint by whole surfaces, and tints them rather than erase details...
- Dungeon Chests!(50cp): VERY important for a good dungeon, these elaborately designed chests can contain basically anything, no matter it´s size, as long as it´s one item (and not bigger than the room the chest is in. No storing your Flying fortresses in a chest. They can also not be moved while something is stored in them. This is an unlmited ammount of chests.
- Consequence Tablet (200CP):You can control what happens to defeated adventurers in a dungeon, such as making them unable to die in the dungeon but kicking them out without their gear. You cannot make them do anything impossible or mind-control them, though.
- Tablet of LAW (400Cp): This tablet allows you to set rules for your Dungeon, such as time limits for floors or a slow MP draining effect. The deeper the floor, the more pronounced these effects can be: While in the first floor, it might slightly drain MP, in the 100th it could outright block most magic.
- Magic Shovel (100CP): This magical shovel allows you to move great quanitites of earth and stone to a... unspecified dimension. Basically, it removes chunks of earth so you can make some manual modifications to your Dungeon faster. These additional areas will keep the Theme of your dungeon floor.

Companions:

- Experienced Dungeon Builder(200CP): Insists you call her Debbie. This gal comes with a Magic Shovel and a impressive ammount of knowledge on how to build a good dungeon, and a skeleton band of musicians of her own. They will join your ghostly band if you picke "Musical Dungeon".
- The Goblin King (400CP): We won´t lie. It´s David Bowie from The Labrynth.
- Towny Companion Import(200cp, requires Dungeon Towns): This allows you to mass import companions as inhabitants of your Dungeon Towns, and they dont count towards Companion Limit. They are bound by all the rules of inhabitants of your Dungeon, and cannot fight adventurers.

Boss Customization: Here are the options for customizing your boss if you´ve bought "DM´s Special"

- Dungeon Master´s Special(100cp): You have upgraded ONE(1/ein/uno) of your bosses into a force to be reckoned with! They gain the effects of Stronger as if purchased 3 times, allowing

them to be much stronger than usual for their floor, and you gain 1000 Boss Points (BP) to customize them

- Bestowement(100cp): You can use CP to buy one of the Boss perks for normal monsters, as long as they cost 300bp or less.
- Not. Enough. BP (50cp): You can exchange your CP for BP at a 1:1 rate, but not backwards.
- Stat Boost (50BP each purchase for each):These boosts allow your boss to raise their statistics to the limit of that floor-First purchase raises them to the limit they could have in that floor (e.g.: being as fast as possible for a boss in that floor), subsequent purchases raises them to the limit the next boss would have. Purchasing these for a Final Boss vastly increases that stat.
    - Strenght: Your Boss hit´s harder! His/her strikes pack more punch behind them.
    - Speed: Running around at the speed of sound- maybe not that fast, maybe faster, but your Boss can probably run circles around unprepared adventurers, being harder to hit.
    - Endurance: Hooo- your Boss is hard to kill! It´s going to take a while for adventurers to damage the boss, nevermind actually cause serious injury, because he´s packing more metaphorical hitpoints than should be legal
- Unique Battle Music(100BP): Your Boss´s battle music is *so good* that people challenge your dungeon just to be able to hear it, and it makes people more likely to talk about your dungeon to other adventurers, making your Dungeon more known. This theme is exclusive to this boss, and, should you make huim/her a companion, can be turned on and off in battle outside of the Dungeon.
- Roaming Boss (100BP): Your Boss is not actually bound to his arena if he´s to fight adventurers- the whole group of floors he´s the boss of is free game for him, and the adventurers will still need to beat him to proceed.
- Super Form (200BP): When your Boss get´s injured enough, he can activate a stronger transformation. Whether this is just a small cosmetic change or an actual transformation is up to you, but their capabilities will increase noticeably, becoming faster, stronger and more durable, and, if they have purchased a Unique Ability, it will too be boosted in this form.
- Unique ability (300BP): Your Boss has mastered an ability worthy of his floor number- Whether it is shooting fireballs as the 10th floor boss, or creating a veritable inferno as the boss of the 100th floor, this ability gives them a significant edge over the default abilities a non-upgraded boss might have, making them also very proficent at using them in different ways- while an unupgraded boss could chuck fireballs, an upgraded one will throw fireballs that curve in unusual ways, come back like a boomerang or otherwise grant them a wide variety of options when fighting adventurers.
- Puzzle Boss (300BP): One of your bosses cannot be defeated by normal swordy means, requiring the adventurers to solve a puzzle or employ a specific non-standard tactic to damage and defeat him, such as defeating them in a courtroom by proving the accused innocent, or beating them in Mahjong.
- Arena Control (300BP): The Boss can manipulate it´s arena to a great degree, creating walls and bridging or separating areas of it, following standard Dungeon rules- meaning he can´t just block off the way of the adventurers with no way to go through. Furthermore, he/she get´s an innate "feeling" for the capabilities of adventurers, so your boss won´t just assume they don´t have flight and create a chasm, only for it to be flown over by their wizard.

- Final Form (600BP, requires Super Form): Your Boss doesn´t only have a "Super Form", oh no. They have a extremely powerful form, avaliable only when severely injured, that bolsters their abilities tremendously, tripling their power- This form can push them over the level cap, making them rightfully unbeatable if they would be outside the Dungeon, but it´s extremely tiring to use.

Drawbacks: ***No drawback limit.***

- Glitchy (+100cp): Your dungeon seems to be experiencing some worrying troubles. Savvy adventurers will be able to sometimes skip entire floors, clip through walls and generally make designing it harder for you. Damm speedrunners.
- Unpopular (+200cp): No adventurers seem to want to come to your dungeon unless there is a very very good reason for it. Expect your dungeon to not grow a lot in these 10 years.
- Metacritic(+200CP):The amount of power you gain from a dungeon depends on how much adventurers enjoy it. Having a dungeon be too frustrating will negatively impact the power you obtain.
- Innefectual(+200CP): No matter what you do in this world, it´ll end up being for naught. Any attempts at changing the status quo of this world will end up being stopped, and you´ll essentially be unable to effect any lasting change, no matter how hard you try.
- Adventurer´s Guild (+200cp): Oh, you´ve attracted the attention of a LOT of adventurers! So much so that unusually strong adventurers will come to your dungeon. Defeating them will result in more power than others, but they will plow through the earlier levels fast, and you WILL need to step up your game if you want to not lose more power than you gain. If taken with "Final Boss", they will be as strong as you are, by manner of Drawback Fiat.
- Plucky Adventurers (+200cp): There´s a particular party of adventurers who regularly comes to your Dungeon. They don´t seem like much, but they seem to get through your carefully crafted traps and floors on a mix of "power of friendship" and what looks a lot like "plot armor". You will not be able to completely get rid of them, they will escape deathrtaps, and get through your most frustrating puzzles. Thankfuly, like other adventurers, they will not destroy your Dungeon Heart. Perhaps you could befriend them, if you can stand them stealing your loot.
- Public Enemy no1 (*+200cp)*: Through careful scouting and research, people are learning about your dungeon and spreading the knowledge. Invaders will be prepared to counter whatever you throw at them. You'd better change your traps every so often.
- Mating Octopi (+200cp): Your dungeon is a bit... too confusing. Not even yourself can find your way around it. Expect lost adventurers to find their way into parts they werent supposed to go in, and to have travelling around the dungeon yourself to take hours. Not even your teleportation seems to help, as it will only make you get even more lost.
- **DUNGEON WARS (+600CP):** (cannot take with Dungeon Builder companion) You´ve done it this time. Debbie the Dungeon Builder has become very, very angry at you, and will send monsters to destroy your dungeon, at least once a month. At the beggining, they will be just weak monsters, but as time goes by, they will be specially tailored to counter your Dungeon, skip puzzles, and basically make your efforts a waste. If she reaches your Dungeon Heart, you´ll lose the jump.
- Wrath of the World (+600CP): Oh god, what did you do!? All the adventurers in the world now consider you the biggest threath to the safety of the universe, and the most powerful heroes will head to your dungeon with intent to destroy your Dungeon Heart, and kill you.

- $w€€t l00t (+600CP): Your warehouse isnt safe. Your most prized items have now become part of the loot tables for your Dungeon. Better keep your shinies safe
- Jumper´s Nightmare (+**800C**P): Oh God. All of your powers from outside of this jump will be scattered across your Dungeon- and you will not know this until the last year, when it happens. You will have then to beat your own Dungeon, regardless of how deranged it actually is, and gradually recover them- If you can´t beat it in the year, your chain will be over.

Endings

Settling Down

Your adventures have brought you to many different places, and you´ve met a lot of people, but now? You just want to go home, with your giant dungeon, which will keep growing like usual- This... might be hard to explain

Dungeon Master´s Home

You´ve (somehow) taken a liking to this generic world, full of adventurers and dungeons, and you´ve decided to stay here- And your dungeon will keep growing as usual

Places to go, Dungeons to build.

You´ve decided to go on down your chain, and you will take your Dungeon along with you- At least, 100 floors of it- You cannot take any more floors than that, althrough you might choose which 100 floors to take. Standard Dungeon rules still apply, but the level cap will be adjusted for each world, making it so the first floor is always able to be completed by the average adventurer. You will recieve a small version of your Dungeon Heart, which you can place down anywhere except your Warehouse, and your Dungeon will begin to grow there, rapidly rebuilding itself over the course of a year- after which, it will naturally begin to attract adventurers and other thrillseekers.