The Endless Dungeon Benefactor



Great morning to you player, You have come across the one and only DM Benefactor! I'm here to bring you a difficult but rewarding harcore experience, and no, I don't limit things environmentally or otherwise to you. There are far worse things awaiting you during your first jumps, and I can't wait to take part in them.

Prepare for my Endless Dungeon player… Its horrors are often worse than they appear.

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Tutorial Rules

So player, you have decided to join me in my quest to beat the endless dungeon? Good! First we need to explain the basics for the tutorial phase of our long gauntlet before we enter the Dungeon itself.

Rule 1: All Supplements as well as documents are available to utilize as you see fit, they will integrate seamlessly with the rest of your current systems in place. Feel free to use any from the various jump-chain communities.

Rule 2: Every Player starts with a soul based system, this system records stats, recorded events, histories, and various other things you will do or apply to yourself, and everything is fully integrated into your soul directly, past the "Atum Torii" or the great core of your soul. This means that nothing can be stripped from you, and will become a permanent addition to you. Alt-Forms as they are called, will unite directly as you see fit for you, and you will maintain these abilities until you fail our mission.

Rule 3: Our mission requires great sacrifice of time, as each of our many jumps will be great in length and dangerous. Be aware that you will be required for the first Five Jumps Experience 10k years of life. This isn't without warrant, as we cannot leave our base reality once this begins, though space will become available to explore after the first jump. Please note however, that our base solar system is not off limits, so feel free to develop and build upon it.

Rule 4: You are endless in youth, your lifespan will not wither, though you may still die. Our mission requires that we endure everything the dungeon will throw at us, and such, you must endeavor to live, if you perish, you may resurrect yourself by any means you can muster, but if you choose to stay dead before the jump is over there will be nothing that can resurrect you again and

you will cease to exist. This extreme is part of our dungeon's whims, and is a hardcore element that will not be undone.

Rule 5: The Dungeon is both perilous and forgiving, You shall start with 3000 Points to spend initially, with further benefits being separated later for this document, please make sure to use every benefit you can. Know that the base difficulty of our enemies is quite extreme, being equivalent to 4-inches of tin bronze in strength just from their bare skin, and numbers that would make Great Hive Minds like the Tyrannids jealous. Be Prepared for the worst our dungeon will throw at us, as its unpredictability is beyond normal, madness and insanity of the countless lives that exist across the multiverse cannot compare to 0.0000035% of its total creativity.

Rule 6: Fellow players must be treated with respect. I am one of few benefactors that allow for multi-player events and interactions, as the dungeon has a total surface area of the core of our very universe, and every room on every floor is the same area in size, for the endless dungeon is a birchworld, with countless possible layers in between, and infinite variety between them. Its walls and spaces are simulated live, with greenery, great deserts, massive craters, anomalies, and even strangers still being a common existence within, be aware… All possible life is produced and lives inside of it, there is no telling what you will face or fight, and no game mechanic can simulate its sheer scale alone for all that it has made.

Rule 7: PVP and PVPVE or rather, Player vs. Player, and Player vs. Player vs. Everything is locked behind a very dangerous multi-solar system fortress embattlement that must be destroyed before further exploitation of their respective realities can be made. This system was separated by the dungeon, making 3 separate running universes run parallel to each other with the same time variable in-between, meaning 5 minutes between is the same measurement of time in each reality. PVP is stocked with so many resources roughly 5.8x greater in quality than anything available naturally, and PVPVE has more

materials on an endless expanse of world like terrain rather than entire solar systems in galactic portions, allowing infinite expansion as desired. Both of these realities have raids one can endeavor allowing one to collect rare loot only available while exploring the dungeon itself, often being unique, or near god-like in power comparing to its base designed construction, such as a pickaxe that shatters mountains of rock into massive geodes of rare minerals and gemstones.

Rule 8: No PVP within the main reality we start the tutorial within. Players will need to work together or at least tolerate one another until PVP and PVPVE can be unlocked directly, or the [redacted] will arrive to take your life, and destroy every means of resurrection you can muster until your time debt is paid.

Rule 9: Resources are not infinite within any reality other than PVP directly, which recovers every 3 days its entire landscape, as to recover from the extreme collateral damage you players make. Please be aware of this and prepare accordingly by making more sustainable resources your main method of production.

Rule 10: Your system will designate the following when observing another; Player, Ally, and Enemy. If there is no marker, or its marked as an enemy, some entities the dungeon produces can be tamed, others will attempt to eat or kill you, and the rest… I'm not sure what they will do to you. It's best to attack anything that the system doesn't register as an ally or player, for your sake, and for the sake of everyone please adhere to this.

Rule 11: Limited starting space is going to be a frequent issue, but the dungeon is not without its blessings, each world in every solar system shall gain several random gotcha effects that will affect each world differently, and greatly. Additionally, each galaxy will roll an independent table for each enemy caste that will appear, as well as a different faction for each ally, enemy, and the PVP Gatekeeper that

maintains its territorial dominance in a random sector. Additionally, each world players start upon shall grow in a stable manner four times its original size, and another four times for each jump started for the first five tutorial jumps. Each effect has a set timer, Hostile effects are 15 jumps long in duration, neutral are 20 jumps long, and Beneficial/allied effects last 30 jumps.

Rule 12: The Unruled masses you players shall interact with are also believe it or not players, as each starting species will be given the player designation at start. This means that if you're interacting with another species in the Tutorial and it's not an ally, please note its nesting location and destroy it as soon as possible! They will attempt to replace you as the dominant lifeform on your starting worlds.

Rule 13: Prepare for the worst, I have fought this dungeon's nightmarish creations for 48 instances of its "Gauntlet" and have suffered many wounds and near death from its treacherous designs which not only vary infinitely, but cannot reasonably be predicted upon early encounters. Study them Jum… Player, it will provide you with a great many advantages doing so.

Rule 14: The hard truth of the dungeon is that it maintains cruelty and brutality in all that it designs and enforces. Everything it sends to test our endurance, as well as test our self-control will destroy our resolve either slowly or quickly depending on what awaits us… Hold firm, and steady your blade Player.

Rule 15: An uncommon issue that arises from players that had previously attempted the endless dungeon, was the sheer lack of technological and production based development. They couldn't sustain their equipment, their food and water stores, nor could they recover their armor nor vehicles and repair them. Prepare accordingly for this disadvantage, everything will grind your will and resources into a fine powder so refine it into another case of munitions to unload upon your foes Player.

Break Phases

During breaks, you will have a 20 year duration to recover, refresh yourself, and enjoy the peace and quiet that comes with it.

Each jump's endpoint will see a break phase begin, with our first break phase only lasting a single week before the first jump arrives.

The signal that a break phase will begin arrives with our enemies vanishing into a fine powdered mist that spreads across the local windstreams. After that a timer will appear in the night and day sky revealing our limited time.

In these phases you may reformat your entire build or recycle and replace anything you've picked up from the various documents you've used. These perks and items can be recycled at a 100% efficiency during these breaks, while mid-jump, they are only recycled at 50% their original value. Your classes and subclasses you gain from your system will also have the ability to reset as you desire, with all investments from them being recycled back to you at the previously stated rates.

Lastly, These break phases do not relieve you of the neutral and beneficial effects the early gacha rolls will provide, so make use of them while time permits you to.

Solar System Exploration

You may be tempted to explore the rest of the galaxies that we have available Player, but I must warn you that the dungeon seeds all worlds with the horrors you'll face here, not only that but their entrenchment will not diminish even during a break period, meaning you will need to eventually begin a planetary invasion just to land on these new worlds.

Additionally, during the enlarging expansion the dungeon places upon our starting worlds, it will also expand asteroid belts, resource worlds, and various moons creating a larger reserve of resources that every horror from the dungeon can use against us.

Lastly, we obviously will not be the only players out in space exploring the galaxies at large, these players may be wary of us, but any alliance is better than none I say. However, not everything is that easy… enemy forces will appear within the blackness of the void on occasion and they will engage any craft they can sense near them… Prepare for unforeseen threats: Player for they will see you.

The Inbetween

There is a nightmaring space between the multiverse that formed just after the Endless Dungeon came to be… we call it the inbetween, most just us who still survived it. It is similar in structure to a place referred to as the “Backrooms”, without entities from itself nor a personality of its own… It's the other creatures and horrors from those respective connected universes that make it as awful as it is. Anything can appear within “the Inbetween”, be aware that you may never leave it once you enter.

With that said, I’ve delved there consistently, and I'm going to share some tips on keeping yourself alive while attempting to cross into another multi-verse player.

Tip 1: Always make a locator for your current reality before leaving. This will provide you an anchor for deep delves into the Inbetween.

Tip 2: Always overpack by 12-15 margins of time, as time is both inconsistent inside as well as difficult to navigate, my average is around 15,000 years before I find a single gateway that doesn’t lead either to hell or some barren moon.

Tip 3: Never rely upon a single gimmick or type of style while delving, everything has a counter and you should be dalm aware you will face it when inside.

Tip 4: Everything and anything can appear in there, from bodies of the dead, to monsters, nightmares, a fucking talking vending machine, and a number of other hazards and oddities. Expect nothing and everything when you go inside.

Tip 5: Bring climbing gear, some form of gravity lock, and a huge amount of water, food, ammo, and most importantly basic resources as this place lacks basic essentials and standardized loot spawns.

Tip 6: There are many doorways that lead to other universes within this place, as well as a form of “Mini Raid” section where you have to defeat a sequence of extremely difficult constructs to win a form of teleportation key. These keys have burned me before though, one sent me to space in a nightmare dimension without a single world of any kind.

Tip 7: Trust little, especially your sensorware as i’ve dealt with creatures that can’t be picked up without keying in on their unique bio-signitures, or happen to have stealth technology that overwhelms anything around it… some even cause so much electromagnetic feedback that I dalm near passed out while fighting it.

Tip 8: This is the last one but most important, be prepared to never go home once you enter. There will never be a guarantee that the universe you left will be behind the same door you entered, and I’ve often gotten attacked just walking through it.

With that you should be ready for “The Inbetween” just be aware that I’ve glossed over the other nightmares inside as those i’ll leave for you to find.

The Gatcha Punch

Normally this section would be devoted to something particular, mostly to what could be rolled and when. Sadly this isn't a game mechanic or table that can be pulled from and is often so random that I've once seen a world get split in two by a laser from the middle of voidspace just to be glued by some gelatin blob that grew tiberium out of it. There is no short way to explain the randomness of the gotcha, and it's tailored for planetary bodies as a whole.

The Gatcha however, has some very beneficial things that can occur and those will be broken down for you.

The Good: Allied factions are an 1/11th the total number of enemies that will spawn, with only 3% of their numbers being available in comparison, benefits planetary wide are 30 jumps in size, and can range from permanent stat buffs for residents to literally any world terraformation that you could throw, like making a barren moon a gaian world, making an asteroid belt made of rich refined resources and more.

The Neutral: Sometimes there's good and there's bad, that's what the neutrals represent. Some days they will spawn a series of hordes with healthy loot tables that spam the exotic and unique materials any long term jumper would gauck at… and other times it makes you slower than a turtle and accelerates plant growth speed while you're dealing with man-eating plants. These last 20 jumps in scale.

The Awful: Enemies are numerous, they have separate tables as each count as an independent faction and worst of all they are just as random as the rest. Got squidmen that one time that split into smaller versions of themselves when killed, that sucked eggs. Negative modifiers last 15 jumps, and are either bad, or armageddon, both are just as plausible.

The Benefits of the Endless Dungeon

So now that we've gone over the many different difficulties and the general oddities of the dungeon, let's talk about why you've decided to join in my mission to assail it.

First Benefit: The Dungeon provides all players in its game eternal youth, and a reversal of age during the first year you endure to the ripe age of 23 for a standard human, or rough equivalent for another species.

Second Benefit: The Dungeon provides all players the system it utilizes, something linked to the core of one's being, it endlessly evolves and improves and has many benefits that it provides on its own, included in a later discussion.

Third Benefit: You remember those stupid "Hack Abilities" that some jumpers call them? Time dilation, age inducing weapons, cancelers, deleters, the like? Well the Dungeon gives you immunity to these.

Fourth Benefit: The Dungeon provides all players loot, luck, and "TRUE STATS" as they're called, allowing true infinite growth in any manner without throwing off the delicate balance of the omni-verse.

Fifth Benefit: The Dungeon Provides all players starting equipment, classes, and most importantly, the means to production, as any perk you acquire can be installed in a manner of speaking at your behest, and any item based "Property" like a mine or shop you can install into separate module slots that function as a less involved Cosmic Warehouse, which is promptly deleted and your items moved into your inventory upon you joining in my mission.

Sixth Benefit: The Dungeon provides all players access to any means of exclusive information or technology upon a purchase, and each is tailored and designed as though you had made them, with all experience gained through it being purely unique to you.

Seventh Benefit: All actions that take time, such as enjoying a meal, going on a long walk, watching a movie, having fun, making children, or even designing some new clothes all produce points slowly and in small quantities. You are rewarded here for your endurance, and everything you do to keep yourself happy will only aid in the accumulation of your own power.

Eighth Benefit: The System the dungeon provides grants you a small benefit in every engagement, if something were to strike you for the first time, even in stealth or ambush, that strike will fail to harm you allowing you to react to whatever attempted to kill you.

Ninth Benefit: Comradery is often in short supply during planetary invasions of the scale the dungeon throws at us… however, regardless of where you are, if the individual player finds themselves near an ally, as long as you treat them like one they will treat you in same, often banding with you to overcome our new hardships.

Tenth Benefit: All Players gain through the system a form of reality manipulation ability, allowing one to drop modules the size of skyscrapers anywhere they desire, with the land flattening and clearing the way for it. This applies to all stats, benefits, and perks as well, allowing the player to feel in full control while reducing conflict with other players.

Eleventh Benefit: All Players regardless of their current state of mind will recover until their mind is the equivalent zenith of sanity, all modern man would call you too sane to be of man anyway.

Twelfth Benefit: This may come as a shock to you, but everything your system produces for you is derived from your personal knowledge, which means it only uses what you know. The system compensates you by helping accelerate your learning potential, maximizing the rate you develop skills and knowledge to seconds in what would take years.

Thirteenth Benefit: Your soul is now immortal in the truest sense. Nothing can be fully destroyed while you live, and even then, it's by choice if you choose to end your existence. All players have the right to decide when they are done with living, though the price is eternal suffering either way as the dungeon is a cruel and brutal mistress.

Fourteenth Benefit: The Dungeon provides all players the ability to procreate and produce new souls through this means. All offspring will become a player at the age of 16, additionally, all non-player offspring with a player will yield another player once they come of age.

Fifteenth Benefit: The Dungeon shall graft upon you all earnings from quests, including those from our mission, so that once our mission is complete you shall have them forever. They will reappear similar to fiat backing, every 24 hours within your inventory. All non-quest items shall take a standard of 3 months to reappear, and can be shortened to a minimum of 1 month.

Sixteenth Benefit: Our Mission shall yield many benefits, but the most important is the most basic, all builds, regardless of method, utility, design, nor method shall be greater than another. All Builds players tailor for themselves are equal in capability, it's the player that makes full use of their personal design.

Our Mission

Every player has one mission, one goal. At the center of our universe, as well as within every multi-dimension, every omni-verse, every single realm, every space where life resides, there is a large planetoid the size of the core of our universe, where galaxies are forged and renewed. This Planetoid is the dungeon itself, covered in glowing runes on a black surface, surrounded by a corona of heat and gas. This is our objective… to endure until it opens and the first stage of our endgame begins.

To say nothing of the benefits within I will explain to you some of my personal assets and findings. Firstly… All things accumulated within the dungeon are considered a quest item, which will return to you as property similar to fiat backing. Secondly, all items within are beyond normal capacity… a pickaxe I found on floor two was able to level mount Everest in a single hit, with it bursting with gemstones, refined minerals, and metals in equivalent mass… and then some.

To get to our mission's main objective however, you must be aware of the dangers on the way. Beyond our first solar systems, and often even within, the enemies spawned by the gatcha mechanics of the dungeon will begin spawning on any viable surface they can, and will begin entrenchment as soon as possible. Each of these nests take a few weeks to mature completely, and once completed, will spawn enormous waves of enemies in a consistent fashion, meaning they should always be your top priority to locate, and to destroy. Additionally, all planets outside of each starting solar system will have had the entire allotment of time our first jump takes place to develop and entrench further on each world, requiring massive material and military investment just to penetrate through and to ground oneself upon the planet's surface. Be prepared for the worst player.

Difficulty Scalar

From here, it's time to mention how hard things will get as we push towards our main objective.

Starting Difficulty: Easy

Easy provides 3x resource accumulation, multiplying the amount of collected resources by this allotment, enemy armor will be reduced to 15mm of tin bronze in strength, and their technology cannot account for stealth nor invisibility, nor can they use either.

Difficulty after 300 Jumps: Normal

Normal difficulty sees resources reduced to 1.5x accumulation, and enemy armor will be equivalent to 15mm of steel sheet. The nightmarishly difficult modifiers like Armageddon and annihilation will begin to appear during rolls from this point onwards, and they can now sense stealth and invisibility methods.

Difficulty after 3000 jumps: Amber

Amber Difficulty sees resources normalize in accumulation, enemies now have advanced sensorware, are either augmented or evolved beyond previous expectations, and are far more powerful… roughly on par with a ki user from dragonball during the early dragon ball Z tournaments. Additionally, they have armor roughly 3.5cm thick made of a titanium tungsten alloy.

Difficulty after 8000 jumps: Forbodding

Forbodding Difficulty is something few prepare for… it's like if goku from DBZ gained ultra-instinct while being an augmented super-soldier. Their armor is roughly 350cm thick of a titanium

tungsten alloy, and can easily handle a jumper with only 35 jumps under their belt. Additionally, all resources become scarce, at roughly a 0.8x multiplier, and worlds can become infested with the dominant enemy type, allowing them to send invasion fleets at neighboring solar systems.

Difficulty after 16000 Jumps: Armageddon

Armageddon difficulty is something few survive, from here resources are only 0.3x available, their quality is also reduced to 0.5x, and all methods of production slow by 3.8x their previous capacities. Enemies from this point are capable of leveling mountains at their weakest, and most could destroy continents with ease. Their armor would be equivalent to 8 meters of reinforced ceramic, titanium, concrete, and tungsten carbide blend, and that's once again at their weakest.

Final Difficulty before Dungeon Start at 26000 Jumps: Orion

Orion Difficulty is something dalm near myth… Gods would struggle here, as enemies can breach beyond the veil of dimensions with their sheer bodies, technologies not tailored for the few damage types they are not immune to will have little purchase, and it would take a mega-verse power leveled jumper to square away a small army, let alone the sheer quantity of enemies that appear. Resources however, become far more plentiful and are far better quality, both gaining a drastic 40x multiplier, but they only spawn under enemy entrenchment sites, old or new. It would take to breach the armor of the weakest enemy in this difficulty, a rail-cannon from orbit launching a 50 ton tungsten-steel rod to crack them.

Lastly… at 36000 jumps, the dungeon will open, allowing the remaining players to enter, and face its true difficulty without limitations… may whatever god survives claim your soul before the dungeon claims it for itself… There is no escape from here.

Inside the Dungeon

The dungeon utilizes its whole surface area for every room on every floor, with multiple rooms connected to each other like a labyrinth made from a DND game master's dungeon layout, with each room being separated by a glowing streak in the sky that yields to a 50 mile wide tear in reality to lead to the next room. The exit room on each floor has a massive 180 mile tall and wide road that slowly winds down to the next floor, with each getting tripled in size and length for each floor you descend. This alone is what kills most players, as the sheer scale of it can take eternity and most take their lives long before seeing the end.

Now you may be asking yourself, why go through the torture of this? Well the dungeon is laid out in a way similar to technology development stages.

First floor - Neolithic era
Second floor - Bronze era
Third floor - Renaissance era
Fourth floor - Post-Modern Era
Fifth floor - Late Space Age
And so on. Scaling at this speed indefinitely outward.

By floor 1500, I was seeing cities that could never be destroyed by instant destruction abilities, machines that could produce stable infinities, and technology that would make god green with envy as it exists there within the dungeon.

Now you may be asking… Why bother completing the dungeon? Does it lock you inside? The answer is sadly yes… it seals all players inside once they enter.

You might also ask me why bother completing it? Well the reward at the end is a device that yields all technology from the previous floors you've completed, allowing everything from its history, its resources, its knowledge to be available to you, as well as many other rewards that the dungeon places to encourage more to survive its grueling environment.

Lastly, you may be asking me if there will be anything left by the time you arrive there at the end of the dungeon… yes, the rewards are individualized and always complement the player that had won the dungeon's internal gauntlet.

Once you leave, every universe, every creation of your people that had a unique and separated reality of some manner will form with the same rules that govern all reality, these new realities will become emplaced out there in the cosmos, and most importantly jumper, The Inbetween will no longer exist, meaning you can travel there unimpaired. There will also be a form of your original reality, where it will return to the year the dungeon's endeavors took place, meaning if you wanted you can always return to a normal life afterwards…

With that Player… I will see you in the dungeon, I have endured 48 of these instances, Referring to the dungeon's gauntlet… I have yet to see the same thing twice after every endeavor and experience that I've endured… May you find solace in that, and may your adventures across this entirety yield you many friends, an ally, and most importantly may it give your life meaning jumper… It has given me the drive to live through eternity and then some… may it do the same to you.