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Special thanks to all who gave critical reviews while it was being finished.

Lazy Dungeon Master

Magic. Adventure. Dungeons. And lots of golems. This is the world of the infamous Lazy Dungeon Master, Masuda Keima, known to the residents of this world as merely Kehma, a hero summoned from our world by a Dungeon Core. As with all heroes, he was presented with a power by God and sent forth to this new world, where he discovered that the being who summoned him was not a kingdom looking to destroy some demon king, but rather a little girl named Dungeon Core 695, otherwise known as Rokuko. She was but one of many, for 700 Dungeon Cores in total have been created and unleashed upon the world, each residing in one place or another and often protected by sprawling caverns filled with monsters, traps, and treasure, all to protect one thing. Their Core, which acts as their heart.

These dungeons have become famous throughout the land due to their difficulty and, more importantly, the treasure that can be found within them. This has caused many people to begin their lives as adventurers in search of fame and fortune as they delve into the dangerous depths of the dungeons, growing in skill while also providing the dungeons themselves with power. These adventurers are hosted by the local empire as well as, you guessed it, the Adventurer's Guild, both of which are run by, ironically enough, the Dungeon Core of the capital, Core #89 'Haku'. This world, for the next ten years, shall be your home.

As a guest to this world you will receive **1000cp** to spend as you please.

Origins

Who are you in this world? A former slave, a young noble, an experienced adventurer, or a hero from another world, all are options open to you.

Regardless of your choice, you may select your gender and age for free. You may select any age between 10 and 25, and you may choose to be either male, female, or a hermaphrodite. All options below may also be chosen as a drop in instead, providing no memories or relevant history.

(Former) Slave:
Perhaps you are a slave to a house or perhaps to a master, or maybe you have been eventually been freed of your position, but regardless of what you choose you have experienced a great deal of hardship. Maybe as a sex slave to the vilest of perverts, or maybe a laborer forced to clean toilets with hand and mouth, either job was followed by beatings that had left you numb to the world around you. Regardless of your choice, whether you are currently free or not, you have grown from these experiences, and the situation now will change once you awaken.

Adventurer:
Rabbits. Goblins. Golems. Dungeons. All these and more are hunted by adventurers. The glory of travelling across the land, wiping out hostile bands of goblins, and bringing back severed ears and loot to fulfill a commission. There's no greater joy, with one exception. Adventurers, quite literally, only exist because of dungeons, and diving into a dungeon for treasure is a common pastime. You, too, have adventured in a dungeon or two, and have gained a great deal of experience that not many adventurers live long enough to acquire.

Noble:
The nobility of this world is something special. Any peasant can become one, although it requires a great deal of effort and skill as an adventurer to reach the prerequisite B rank status. Whether you have obtained the position from birth or from diligence, you have now become accustomed to a more relaxed life than most, at least physically speaking. You will rarely want for money or political power, however your status as a noble is relatively new, and gaining the respect of fellow nobles may not come for some time.

Summoned Hero [200cp]:
Being brought into a different world is something you should be familiar with already. In this case, however, you have quite literally been summoned into this world by another. Most likely a noble who wishes to overthrow the empire, despite the fact that hero summoning is illegal. Regardless, here you are now, in a new world filled with fantasy monsters, dungeons, and magic.

As a hero, many normal citizens would expect you to fight against the demon king, while the nobility would expect you to follow the orders of the empire, however the choice is yours in how you proceed from here on out.

Bonus Origin

In this world, Dungeon Cores are king, and as such you have the possibility of becoming one.

You may choose to enter this jump as a newly born Dungeon Core, as a special case arranged by your benefactor. If you, personally, don't want to be a Dungeon Core, you may instead become a Dungeon Master of a newly created one, who will join you after this jump as a companion. And yes, if that isn't quite what you're looking for you may instead import a preexisting companion as your Dungeon Core or, if you wanted to be the Core, your Dungeon Master, giving them the full capabilities of a Dungeon Core/Master and all that it brings, with specifics on what they get being in the Companion Section. Alternatively, if you are Dungeon Core, you can choose not to have a Dungeon Master.

The specifics of how Dungeons function will be detailed below in the **Dungeon Customization** section. Note that you may still choose a race below, representing your normal choice of form rather than your actual race, however Dungeon Cores do possess the ability to perform minor shapeshifting, the limits of which are not as of yet fully known.

Other Option

What's that? You abhor Dungeons? Fine. You may forgo the Dungeon options and will instead receive a bonus **800cp**, however you will be incapable of becoming a Dungeon Master or learning to use any Dungeon related abilities, nor will you be allowed to companion a Dungeon Core or have a companion become one, at least through the above option. And to note, the amount you are receiving for relinquishing the Dungeon options is but a miniscule pittance in comparison to the potential of a Dungeon.

Race

There are three major types of races that exist in this world. Humanoid, animalistic, and objects. Regardless of choice you will not have abilities much greater than a normal human unless you purchase an option that says otherwise, and any non-humanoid race will also have the ability to transform into a humanoid form, although traits such as tails will likely carry over.

Humanoid: This refers to beings such as humans, beastkin, vampires, and the like. In the case of vampires and the like you will not receive any racial-based weaknesses, such as a weakness to the sun, and passing as human will generally be easy unless you are a beastkin.

Animalistic: This refers to a full animal form and includes races such as slugs, snakes, dragons, and more. You will be able to transform into a humanoid form, although you will retain some aspects of your animal form such as a tail or antennae.

Living Object: Did you know that 75% of the magical swords in this world is actually a monster of some kind? Well, you do now. While not every magic item happens to be monster, you happen to be the case for an item of your choosing. This option refers to things such as swords, shields, and armor. You will have the ability to transform into a human form, however, while in your object form you will be unable to move without outside assistance. In order to compensate for this your object form is capable of being altered with the dungeon menu, with such options as invulnerability being offered, albeit at an incredibly high price. Do note that these effects do not translate to your human form, and that shifting between these forms is not instant.

Perks

All origins have their 100cp options free, with their respective perks otherwise being 50% off.

(Former) Slave:

Good Slave [100cp]: Rule 1 of being a slave: don't piss off your master. It's a skill you've taken to quite well, actually. Any superior that you have, whether it be your master or just a manager at your job, will look upon you much more favorably than normal. Along with this is your nearly innate skill at finding things that please them as well as quickly figuring out what does and does not rile them up, allowing you to easily sidestep any ill-temper they may have.

Hug Pillow Angel-chan [100cp]: Those cute little ears, that innocent face, that spirit! Everything about you just screams adorable, truly an angel in disguise. Even better, you give the best hugs and would make the perfect hug pillow. Your very presence is such a shining beacon that it wipes away all of the negative moods of those around you, and a well timed hug from you could brighten nearly anyone's day.

Hard Life [200cp]: Beatings. Sexual slavery. Cleaning bathrooms with your hands, feet, and mouth. All the typical activities subjected to slaves unlucky enough to have a shitty master. But guess what? It may be awful, but it can also help you appreciate life and all the joys inside of it. Likewise, you have come to enjoy all of life's pleasures far more, with every minor respite given to you being savored like a long overdue vacation. Live a little. You deserve it.

I'm Useful, Aren't I? [200cp]: Who could say you aren't useful? You clean the inn, give rooms to guests, bring food to customers, and most importantly you're the perfect hug pillow for your master. Whatever it is you do you will be viewed as much more useful than usual, to the point that you'd be seen as a vital part of a group or business even if you only accomplish what could be expected from anyone else.

Slave to the Kitchen [400cp]: Cooking, a skill that any good servant needs and a useful one for pretty much everyone else. You, however, are exceptionally skilled at the task, able to bring out a decent flavor from even subpar ingredients, and should they be decent the meal will be all the greater. What's more, you also have access to cooking magic. That's right, cooking magic. Cooking magic has the peculiar effect of stopping time while cooking, and only for cooking. This covers prep work, such as chopping veggies or boiling water, but the moment you do something non-cooking related, such as knitting, the effect ceases, allowing you to prepare

food that would take hours in what seems like an instant from everyone else's viewpoint. Perfect for inns or restaurants.

It's Within the Rules You Know? [400cp]: Ichika, the second slave of Masuda Keima purchased for a tenth what she would normally have been worth, was sold as cheaply as she was for one reason. Her previous master, in an attempt to force her to perform oral sex on him, had his genitals literally eaten due to his usage of the innuendo "eat up". Due to this one technicality, she avoided an automatic death from the magical collar that all slaves wear and was instead merely returned to the slave house. You, too, can accomplish such feats. Every rule or law that you come across that has any form of ambiguity will now not only be readily noticeable, but will have you coming up with various ways to exploit it to your sole advantage. Even if your discovered doing so, you are obviously within the rules or laws and as such will face no repercussions of any kind, even social, although if you exploit too much expect laws and rules to change against your favor.

I Learned While You Were Asleep [600cp]: To progress forward is to be alive, but to do so for others is beyond it. Some improve their sword skills to benefit their own travels, but those like you do so to benefit your glorious master. Learning new skills comes much more easily to you now, at a rate slightly better than most normal people. Where you excel, however, is in learning new skills for the purpose of helping a singular person. Regardless of whether they be an esteemed superior, your kind hearted slave master, or a loved one, when you learn with the intent to benefit them and them alone you'll find that you can learn skills in a quarter the usual time, possibly even faster if your devotion is strong enough. They need you, and your going to make sure you don't fail them.

I Used my Feet and Mouth [600cp]: When you've been degraded to the point that your used for the most repugnant of duties, others can't help but feel protective of your innocent nature. The very sight of you instills in others a sense of protection, one that, while not absolute, will make nearly any person do at least something in order to protect your smile. Maybe your owner will give you an extra serving and avoid beating, or maybe that receptionist at the adventurers guild will sneak an extra copper or two your way. Expect a great deal more kindness in your life.

God's Gift: Slave to the Mind [800cp]: Occasionally someone will experience an epiphany, a breakthrough of some kind. Maybe they've realized that use ink and stamps to print out messages en masse quickly, or maybe they've realized how to increase water pressure using a smaller nozzle. These realizations can lead to monumental achievements and, more importantly, progress. However, these realizations are far and few between. Or at least, they were. Those around you seem to find inspiration from every part of you. Maybe you said something that

triggered a revelation, or maybe they got the idea from seeing you. Either way, in your presence, others are far more likely to come up with new and innovative ideas that could change the world if they kept working at it. What's more, you'll gain a bit of aptitude toward using whatever they discover, meaning you'll be better at using new weapons in combat or have a good understanding of how to start their new printing contraption.

God's Gift: Slave to Guilt [800cp]: Occasionally people do bad things. Maybe your master beats his slaves, maybe the dungeon master that you've been serving lets people die so he can get some DP. But what they're doing is wrong. Really wrong, and you don't want them to. As long as they aren't evil incarnate, you can charm others into feeling guilty over their bad actions and, with a bit of pressing and some time, you can make them forsake their prior sins and move forwards towards a good and honest life. Although the more evil hearted they are the longer it will take, you will eventually turn even the biggest assholes into moderately decent people if you just keep trying.

Adventurer:

Party Time [100cp]: What do adventurers need? A party! What do adventurers love to do? Party! You have a knack for making friends with adventurers, mercenaries, and other groups of people who risk their life for a living, and can easily form a temporary adventuring party with them. What's more, you also have a knack for actual partying, holding your liquor much better than most and being the kind of drunk that people actually want to be around. Just go easy on the ale, you still have to pay for it.

Go Another Day [100cp]: Adventurers are tough. You're an adventurer. Ergo, you're pretty tough yourself. While others may only be able to spend a day or two in a dungeon without food, maybe a week or two tops with food, you can last much longer. You can go several days without food or water, and at least a day or two without sleep, before any of them start to negatively affect you or your body.

Spread the Blame [200cp]: When a group is stuck in a dungeon for several days or weeks, occasionally some of those in said group break down. Blame is thrown around, as are fists, and rarely a sword makes its way into the back of someone they might have called friend once. Not you. Whenever you are in a group that meets a tough spot, such as being stuck in the same room for two weeks with no food, group dynamics won't break down. Blame won't be tossed anywhere, no one will mutiny, and you'll work just as effectively together as before, with no feelings being hurt. You're professionals, and it's time to act like it.

Drained Rabbit [200cp]: One rather important skill for an adventurer is getting a clean kill. You do need to bring back specific evidence for kills, after all. It's no problem for you, of course. Every kill you make, regardless of how hard fought the battle was, is a clean one, leaving your monstrous enemy in the perfect state to dismantle. Speaking of which, you have incredible skill in dismantling monsters, allowing you to quickly and cleanly cut or break apart their bodies to obtain usable resources with minimal waste produced.

An Adventurer's Skills [400cp]: In dungeons traps and monsters are a given. An adventurer needs to be quick with their blade and must be able to detect traps on the go. Of course, there's some handy trap detection magic that exists, a magic that you are well versed in and seem to use at the most opportune moments to avoid hidden traps. Alongside this comes an increase to your adventuring skills and a knack for them, granting you a small boost to swordsmanship and other weapons alongside survival skills needed to explore dungeons, skills that you will improve at much faster than the average adventurer.

All the Magic [400cp]: Magic. In this world, nearly every being holds magic within them, and dungeons themselves are filled with incredible amounts of ambient magical energy. The usage of magic requires knowledge of an ancient language, which must be spoken in order to perform it. While you won't start knowing that language like you do your native one, you will have a much easier time grasping the pronunciations of these words and the meanings behind them, allowing you to easily learn, or even create, new magic without the use of magic scrolls, although this will take a significant amount of time. As a bonus, you'll have an easier time learning magical incantations and languages in other worlds as well.

Is That Treasure I Smell? [600cp]: Magic items. Gold. Hell, even water is considered treasure when you need it. You have an unusual amount of luck when it comes to finding items and resources that you're looking for. Whether they be iron golems or gold coins does not matter, should you search for it you will eventually be led to whatever it is you sought, although you'll also find that you find these treasures much faster when inside of dungeons, caves, and similar locations.

Live Another Day [600cp]: Luck can manifest in different ways. While some are good at finding treasure, others are good at living. You are the latter. By pure chance and happenstance, you will avoid death as it chases after you, always randomly picking the right path to take or which lever to pull. But this has another powerful effect. Once every ten years, when death would otherwise be certain, you'll by some magical chance avoid it. When this occurs you'll find that you have fallen unconscious, awaking in a safe location as if death had never knocked on your door, you enemies either gone or defeated.

God's Gift: Raise Your Sword [800cp]: Without armor or a shield a man can be slain in a single stroke of a sword or a single jab with a spear. With either he can protect himself from the worst of it, and with both he can defend himself against nearly any range of attacks. To you, however, a suit of armor is no better than a naked man, a shield no more helpful than a flower. You can pinpoint and precisely attack the weakest and most optimal locations on enemies, allowing you to strike down a man with a single blow that, at least to others, seems to have miraculously avoided every bit of defense they have. In truth, it is merely you excessive skill that allows such attacks, making you a near perfect aggressive combatant.

God's Gift: Raise Your Shield [800cp]: A sword against flesh, a hammer against bone. Each can lead to a lethal strike against the unprepared. You are always prepared. A swipe will trail above where your head once was, a spear will clash against shield. You are able to block or otherwise dodge any attack that you see coming, rendering all but the most fearsome of attacks useless against you. No sword, hammer, or arrow will meet your flesh or do you harm so long as you can see it coming, barring attacks enhanced by extraordinary destructive magic or coming from the most powerful of foes.

Noble:

First Appearances [100cp]: To be a noble in this world is to be at least somewhat refined. The very first indicator of this is your appearance, the one aspect that can immediately denote your position in the social class hierarchy. And yours is impressive indeed. You know just how to dress and style yourself in such a way as to invoke a sense of superiority, a sense that you are greater than the common rabble and are in fact a person of importance. Not only does this make you look noble and refined, it also makes it clear you should be given preferential treatment worthy of your class. Wherever you go, you can expect to be offered the best rooms, meals, slaves, and the like on the first greeting, although affording such things is a task you must undertake yourself.

Your Attendance is Requested [100 cp]: Odd thing about nobles. When they request someone's presence, it's not a request. Oh, it may seem like one, what with the flowery formalities that make it seem like you can decline. But you can't. Not really. Well, you being a noble and all means that you can send these types of messages, no problem. Anyone you ask to visit you in some capacity, so long as they are a lower rank or social standing, will visit you at the time and place you request of them, so long as it's possible to get there. What happens after that is up to them as much as it's up to you, but you'll have them in your presence.

A Bit of Coin [200cp]: What is a noble without money? With a combination of skill and happenstance, money comes to you rather easily, whether it be investing in the right merchants at the right time or buying the magic sword a wealthy adventurer is looking for you'll often come into a good deal of coin. Enough coin, that is, to separate you from the average commoner or merchant.

Political Marriages [200cp]: In the position of a noble, it is expected of you (or at least your offspring) to eventually marry and have children with another of equal status, meaning that there is little room for love. And, because of this, many nobleman may hound you for such marriages until you either relent or find a more suitable partner. However, you have a trick up your sleeve. You see, rather than allow these marriages to happen, you instead know that a marriage proposal can be faked with the right individual, getting those annoying nobles off your back and offering you, and your family, some breathing room. Or maybe it was all a lie in order to attach yourself to that special individual? This is but one of many tricks up your sleeve, as you are well versed in the politics of nobility and know just how to trick others in just the right ways to make them act the way you want. Be careful to not let them find out, however, as the aftermath could be messy.

B Rank Adventurer [400cp]: One of the less common methods of becoming a noble is by becoming a B Rank adventurer. Not because people don't know about this method, mind you, but rather because of its difficulty. Even then, this form of nobility is more honorary than not, meaning the children of these adventurers are often born outside of nobility barring those granted full nobility due to services rendered to the empire. While this will have no effect on your status as a noble, you do in fact have experience akin to those of B Rank adventurers. Your strength and speed are almost first class, your danger sense has been honed to the point that even imperceptible booby traps will give you a reaction, and you have a wealth of knowledge about the adventuring world.

A Town that Succeeds [400cp]: Noblemen, generally being landed individuals, own and are in charge of large swathes of stores, fields, and homes, as well as the people who frequent, tend, and live in them. As such, the towns success is their success, and likewise, their success is the towns success. And you, you have one successful town. You have incredible skill in maintaining, organizing, and leading a town, knowing just how to increase resident happiness, tourism, and income while reducing waste, crime, and more, and all in very efficient manners. In fact, any town left under your control for a few weeks couldn't help but be improved, barring the most extreme cases.

Commissioning the Adventurer's Guild [600cp]: The rich and powerful. The top class. That's what you are. So why should you go and search for a magic sword by yourself? Why should you risk your men's lives killing goblins? That's what the adventurer's guild is for. Now, whenever putting out a commission to an organization such as the adventurer's guild, more often than not the right person for the job will end up taking it. Need a dragon slain? Well, a famous dragon slayer just happens to be in town. Need a sword from a specific dungeon? Turns out someone's already got it and needs the money more than the sword.

Powerful Family [600cp]: Family is that group of people that, for many, are all important. They are your brothers, your sisters, parents and children. And you wish nothing but happiness for them. Those related to you by blood now share a portion of your own potential. Should you be an all powerful mage it wouldn't be too much to expect them to be skilled wizards, and an all powerful S ranked warrior would have a family of A and B ranked members, with some even having more aptitude than yourself. At least, they would have the potential for it. Getting there is another matter. Regardless, your family will share an aptitude for all of your skills and physical abilities, though they will not necessarily inherit everything, nor can they inherit what is unique to you.

God's Gift: Wealth of a Nation [800cp]: The magic items of this world are truly wondrous. Did you know that most of magic swords are actually monsters? Oh, I already told you that, didn't I?

Oh well, the important thing is that you seem to come across them with great frequency. No, I don't just mean you get to see them from afar. I mean that magic items of all kinds, whether it be a sword, a shield, or a pen, just seem to fall into your possession as if a wind made by God was blowing them in your direction. With the rate that they come in, it wouldn't be unreasonable to open up a magic item shop in one of the wealthier towns. And beyond items of the magical variety, you seem to come across locations of treasure unexpectedly often, so often in fact that a casual stroll through town might uncover some hidden gems.

Haku-sama's Blessing [800cp]: Haku-sama. The White Goddess, an S-rank adventurer and former Empress of the Empire, from whom the current ruler is descended from. Not to mention also Dungeon Core, though that is not common knowledge. She is a powerful figure, even among the Cores where she stands near the top. And her blessing is yours. The whole world, or at least every part of the world that knows of her and understands her position, now knows your name and will do nearly anything they can to please you. Whether from fear or respect, others will bow before you like royalty and offer you wonders & women. Even the nobility would be hard pressed to deny you, though you can only ever take things so far before they stand up for themselves.

This effect will carry with you on to new worlds, with each new world knowing of you and bowing to your will, though this can also be toggled off at will, if you wish.

Summoned Hero:

Sinful Dungeon Master [100cp]: Sleep, wake up, drink, fuck, sleep again. A sinful life filled with sinful pleasures, one that every priest within a hundred miles would come and try to fix with into a moral existence. Not anymore. No one will ever think poorly of you and your lifestyle, no matter how depraved, so long as they believe you aren't hurting anyone. What hurting means is up to them, just remember that in this world that having a young sex slave is an immoral fetish, not a terrible crime.

Common Sense From Another World [100cp]: Common sense isn't really all that common, especially when you consider that you're from a different world. For example, it is common in this world to name young slaves Meat, however this name has different meanings depending on their sex. For males, it means they're a meat shield, to be discarded in combat, while females with the name are sex slaves. You, being from a different world, wouldn't know that if someone didn't tell you, and you might accidentally officially name your hug pillow Meat at the adventurers guild. Regardless, it is now much easier for you to learn and adapt to the common sense of different places, and even if you make a mistake others will be much more willing to forgive once they know that it was, in fact, a mistake, after which they will be willing to explain the common sense that should be followed. Or you could ask, which would be just as effective and avoid the mess of almost getting punched in the face.

Advanced Utility [200cp]: The spells of this world are quite useful. Especially those of the utility kind. For example, there is the spell Purification, which can be used to remove small messes. Or the spell Grow Weed, which can make simple plants grow quicker. Wait, what do you mean your not impressed?

Well how's this for impressive? Your utility type spells are now much stronger. Purification, which could only clean small messes and not anything that stained, now can clean anything and everything! Months of built-up filth and grime gone in seconds. And that Grow Weed spell? You could make a plant go from a seedling to fully grown in a moment. Though I wouldn't recommend it on fruits or vegetables, those will probably taste terrible.

That's Amazing You Know! [200cp]: You're amazing, you know? Everything you do is cool, and worthy of praise. Or at least, that's what it feels like. Every little accomplishment that is above the norm will be praised by others, who will also explain why what you did is considered amazing and what the norm is, as well how

it could be much more useful if you could just do something a little different with it. Simply put, actually be a tiny bit better than normal and you'll receive all the praise an actual amazing person would deserve, as well as an inkling into what you could do to actually be amazing.

Master's Authority [400cp]: See, being a master, either of slave or of dungeon, grants to you quite a bit of authority. Authority that, when used, forces your subjects to perform whatever it is you command. But now, this applies to all forms of subordinates. Any command you give to a subordinate will now be followed without a second thought, even if it would mean their death. This has two flaws, however. First, the strong willed can and will defy your commands should it involve harming themselves or their loved ones. Second, even if they are not strong willed your subordinates may disobey you by following the letter of your commands rather than the intention. For example, ordering them to put a bullet in their head could be followed by putting said bullet in their mouth. So I suggest being specific, just in case.

Creativity [400cp]: One thing that nearly every person lacks in this world is the incredible ability known as creativity. The ability to invent or come up with new and original ideas, especially those with practical use, is now yours to hold, albeit on a much greater scale. You are now able to account for nearly every one of your own abilities as well as all of the knowledge you have on a subject, and with this information you are capable of inventing or thinking up devices, methods, and just about anything else that would have some kind of practical effect. Maybe you'll figure out something simple like an infinite energy generator using portals, or something more complex like a magic-using-golem golem-making contraption.

S Rank Potential [Free for Summoned Hero/ 600cp]: You've been summoned here, maybe as a hero or maybe not, but your potential is undeniable. You have a true hero's potential, a reserve of yet to be discovered and utilized power that would set you head, shoulder, and body above nearly every being in the world barring the gods and those on their level. For now, however, you are seemingly unchanged, though you will find that every bit of training for you increases your skill and power far faster than even the most prodigious of normal humans. Today you are human, tomorrow you will be superhuman.

Hero Skills [Free for Summoned Hero/ 600cp]: Another aspect of summoned heroes that sets them apart from the rest of the world is this one peculiar ability. As God's vanguards, each and every hero is summoned with the intention of fighting the dungeon cores, a fate that can be ignored. What cannot be ignored is the power obtained from killing a dungeon. With this perk, you will get a single free Hero Skill of your choice. While each of these are impressive in their own right, they have room for further potential growth. You see, for each dungeon core you kill you will

absorb power from them, with each one granting you a new Hero Skill or even upgrading one you already have.

These abilities are incredibly powerful, with one example being that of the Super Transformation ability which, at level 7, made the hero in question nearly unbeatable in combat and required hundreds of dungeon summoned beings in order to kill permanently. The maxed out Super Massage skill allowed the holder to instantly paralyze anyone who they touch at a whim. While you can't get this level off the bat, nor are you guaranteed to get an upgraded ability rather than a new one, you will undoubtedly gain new and powerful abilities of various kinds, all with different uses both in and out of combat. Post jump places like caves, caverns, and other sorts of dark dwellings can at will be turned into a dungeon once entered, the details on how this works being in the note section.

God's Gift: Language Translation [800cp]: God has granted to you the gift of translation, a powerful ability that shall bridge the gaps between you and all others. A living embodiment of the language of Babylon. Every word, both read and heard, shall be translated into your most familiar language. While you will be able to see and hear the words in their true form, their meanings will be automatically translated to you. Greater still, you shall be capable of speaking or writing in any language you wish at will, or rather, everything you speak or write will be translated in a similar fashion, allowing you to communicate to those with languages unknown to you. This applies to all languages, including magical ones, with the native magic system being almost entirely customizable at only the change of a few words, although at the cost of increased magical energy expenditure. Note that this will not help you to actually learn said languages, as all of them are translated into your native language, and while you will still hear the original words and may in time associate meanings with them, many languages will have unusual structures that may still prove impossible to learn.

God's Gift: Super Luck [800cp]: Lotteries, gacha, blackjack, roulette, slots. All these and more will now bow down to your will. Your luck when it comes to games of chance are incredible, far more so than is logically reasonable, and any game of chance that isn't rigged will inevitably fall in your favor. This luck is well into supernatural territory, with black jack being child's play and games of random chance giving grand prizes 1 in 10 times when normally 1 in 10,000,000 would be expected. Even if a game is rigged, your pure and powerful luck will be on obvious display, and may even allow you to win a game or two against what should have been impossible odds. This luck even extends beyond the gaming world, as events will constantly transpire so that you meet just the right people, acquire just the right items, and do just the right things all at just the right times. Who knows? Maybe an entire bandit raid could be avoided and you none the wiser that it was going to happen at all.

Items

For each "tier" of item, you can select one to be discounted. For a 100cp item, this will make the item free. Additionally, there is a 200cp item stipend for Nobles.

Gold Coins [100cp]: Money is power. Those related to Dungeons should understand this well, albeit with a different form of currency. In this world, like many others, gold is the symbol of wealth, and you happen to have some. 25 gold coins to be exact, a small fortune in this world with a purchasing power equal to about $200,000 USD.

50 lbs of Rice [100cp]: Rice is often considered a super food, and for good reason. Easy to grow and store, relatively nutritious, and goes with just about every kind of food you can think of. It's no wonder it is the staple food of so many countries. And in this world, where rice is scarce and with so many heroes from Japan, it has become a valuable commodity that empires are willing to pay fortunes for. You are now in the possession of 50 pounds of rice, an amount that will be restocked weekly, as well as some seeds that can be used to create a rice field, which will restock monthly.

Japanese Snack Store [100]: The pride and joy of Japan comes in many flavors, and I do mean that literally. You see, Japanese cuisine is considered, among other things, exotic and delicious, which is especially true for worlds such as this. Foods such as melon bread, onigiri, dango, taiyaki, and more will now appear in a store attached to your warehouse, where the food is either freshly prepared or prepackaged. The food isn't limitless, however, and will need at least a week to restock.

'Unique' Magic Sword [200cp]: Magic swords are all the rage, and are generally used by going into one as well. Except for this one. This magic sword can be one of a few optional variants.

The first variant of this to choose from is a Sleep Sword. While most swords have a variety of effects, This one just makes you tired. And everyone else, for that matter. By unsheathing this sword it will release a minor form of sleep magic, quickly affecting everyone nearby with drowsiness followed by deep sleep, an effect that can be strengthened by pouring in more magical energy. If you don't have a resistance to sleeping magic, this will affect you as well.

The other variant of this is a sword similar to the Magical Sword Sion. The sword you receive will be excellently sharp, if not extremely brittle, slicing through most lesser materials like iron easily until breaking. While putting the blade in its sheath will repair the blade in 24 hours, this is not the primary effect of the sword. To put

it simply, the sword transfers damage to yourself to your clothing while in use, with proportionate damage inflicting equivalent damage to the appropriate piece of clothing, such as spraining an ankle damaging your socks/shoes. Further, a lethal blow will be negated, at the cost of all your remaining clothing. Obviously, this effect won't help you when you are completely naked.

If neither of these appeal to you, you can come up with your own variant of weapon similar to this, have a unique effect at exchange for a self-limiting drawback.

Intro to Dungeonology (Abridged) [200cp]: Dungeons in this world, possibly unlike others, are ruled by sentient Dungeon Cores, many of which are split into various factions. You, in your position as a Dungeon Master, could make great use of this, and so you have been presented a guide by Haku- sama herself. This guide will detail all of the things known (assumed) by normal adventurers, such as the fact that it is dangerous to be inside a dungeon as it is changing its rooms around (hint: it's not), as well as many tips in how to run your own dungeon, such as how to make a human farm for Dungeon Points. This will be very helpful in making sure your own dungeon does not stray too far from the norm, preventing Haku-sama from becoming an enemy and helping you trick normal adventurers in a variety of ways. Even if you have no relations with the dungeons of this world, it comes with additional notes telling you what is true or false with its contents, so you will not be tricked by the various falsehoods in it.

Golem Armor [200cp]: You've come across a mighty fine piece of armor. Er, golem, actually, but it can be used as armor! Isn't that great! This golem, made of mundane steel in the shape of armor, is actually pretty good. For one thing, it will shape itself to fit you perfectly, so no need to worry about chafing or a feeling of tightness. The other thing is where it gets its value, however, as this armor is essentially a magical power armor. When worn, it will increase your speed and strength to above normal human limits and make you a tireless fighting machine as it, quite literally, guides you through combat. It will even learn moves over time as you fight in it! Still just steel, though, and there are plenty of monsters here who can punch right through it.

Orichalcum Ingots [400cp]: The truest fantasy metal, having a golden tint with a rainbow-colored luster, this metal is some of the strongest in existence. Even a thin strand of no more than a millimeter thick is beyond strong enough to resist the bending of a normal man, and even the most skilled metalsmiths in the world would need over a year to shape it into a sword. In your possession now lies several of these ingots, enough to form from them a single sword or many other smaller trinkets, a supply that shall replenish once every year.

Skill Scroll [400cp]: The warriors of this world, adventurers, occasionally come across a wonderful gift from the depths of dungeons. A skill scroll. These scrolls, when read by pouring mana into them if capable, provide their reader with a powerful skill of some kind, though they rarely can tell what skill will be granted. You, too, will be unable to tell what this skill scroll will grant you, though it is guaranteed to be useful to you so long as you use it. And while these scrolls are only usable once, this particular scroll will, once per year, renew itself, allowing it to grant yet another random skill to whomever reads from it.

Frontier Town [400cp]: This world, like many others filled with monsters, dungeons, and other dangerous things, is often plagued by emptiness. Towns, in order to develop, must be built near suitable locations such as those with plentiful water, game, and trade routes. And so, on occasion, a town pops up at the forefront of nature, existing on the edge between humans and monsters. A town such as yours. You are now the owner of a great deal of unexplored land (which just so happens to be right outside your dungeon), land which you now manage as the Town Chief. While there are few inhabitants for now, more will come as they here about your dungeon and pursue its hidden treasures, and someday may even thrive into a city. This town will, having such a connection to its Town Chief, will also follow you from Jump to Jump, though the populace will be new and fitting for these new worlds.

Godly Comfortor [600cp]: This comforter is part of the Godly Bedding set. By sleeping in it, a person will regain all physical and mental power. No matter how stressed out the body is. You could have spent the entire day in rigorous battle against deadly foes. Injuries however, do not heal. Your sleep will be filled with pleasant dreams as well. If someone you do not approve of tries to sleep in it, however, they will find themselves being drained, physically and mentally.

Large enough to fit two people. When someone sleeps in it with you, you can enter their dream. As well, once per year, you can summon someone to sleep in it with you. If nearby, they will seem to come to you of their own free will. While others may be teleported to you. In the morning, there will only be a slight confusion of how they got there.

Church of the Sub-Religion[600cp]: You now have a church to the soon to be founded religion of Sub-Religion! While this obviously is not its true name, it has the basic focus and tenants of your design. More importantly, whatever this religion is it can and will be viewed as a sub-religion, as it has no problem with its followers worshipping other gods or following non-contradictory beliefs. Regardless of its original tenants, you will find that its very foundation helps support general belief in them. A sub-religion dedicated to sleeping, for example, will come with scriptures designed to help you fall asleep, with the clergy helping you feel

refreshed afterward due to being appropriately powered dream demons. Any other belief you try to install, as long as you provide the proper support, will also quickly catch on with all of its adherents.

Dummy Core [600cp]: You now have a dummy core! An exact replica of a proper dungeon core, the only difference between that and this is its inability to generate the mana for a dungeon to survive. Clearly, this alone isn't worth the price, but this core has a special modification with it. When planted in the ground, it will gradually form a new dungeon where it is placed. Unlike most dungeons, the core for this one is mostly non-intelligent, with it only being capable of expanding itself at an average pace as well as it filling the dungeon with monsters and useful items. Most notably, the dungeon focuses on golems of various materials, start with clay and stone golems but getting a variety of higher quality materials over time, eventually producing Orichalcum golems if left alone for a decade or two, albeit rarely. While it must be fought for, this is a good source of material resources for any nearby town, even if what items you get from it will be a bit random.

Or, alternatively, you could just break it for a level in a hero skill if you have the appropriate perk. If you really want to use it for that, I guess. Regardless of your choice of usage, however, you will find a brand-new core waiting for you at the beginning of your next jump.

Hotline to God [600cp]: With this you have obtained… a phone? This is a special phone, however, for it serves as a hotline to all of the gods of a setting, allowing you to call and get called by the appropriate gods of the world. In this world, this will give you a rare opportunity to call both the God of Destruction, known in this world as the Light God, as well as Father, the God of Darkness and creator of the Dungeon Cores. While the god you happen to call is allowed to refuse, for more friendly gods you could talk and have a chat with them. The information they are willing to share with you should be quite useful if used correctly.

Be careful of being too eager to use this however. Gods have their own important things to do, you know?

Companions

Old Friends [50 cp]: This option allows you to create or import companions. They come in with 600 cp, which they can spend on origin, perks, and items. Note: This option cannot be used to create or import a companion in the Dungeon Master or Dungeon Core origin.

Dungeon Core [Free, restricted to one for Dungeon Master]: A young dungeon core has joined you! While their core is unable to leave the dungeon. They are able to use humanization to take a physical form and travel with you. They will still die if their core is destroyed. You may choose to create a new companion, or import one into this role. They receive 800 cp to spend, as well as any of the race options and free origin options, as well as a personality to your specifications.

Sub Cores [100 cp each, Restricted to Dungeon Bonus Option]: What, you aren't satisfied with just a single dungeon core under you? For each purchase, the main core above gets a sub-core under its control. Sub-cores, while similar in make-up to a normal core, do not have their own dungeon independant from a core superior to them. They maintain a separate attribute from them as well, giving them different monsters then the main core of the dungeon. They receive the same benefits described above, receiving 800cp, and you can choose to import a companion into this role.

Dungeon Master [Free, restricted to one for Dungeon Core]: Shortly after entering this world, you will find yourself going through the naming process with an individual, making them your dungeon master. While they do have command authority over you, they will immediately discard it if you were to ask them to do so. They are a capable individual as well, good for assisting you in building your dungeon. This can be original new companion from this world, or you can choose to import an old one. They receive 800 cp to spend, as well as any of the race options and free origin options, as well as a personality to your specifications.

Adventure Party [300 cp]: One companion not enough? Then how about 8? As above, they each get 600 cp to spend on origin, perks and items. And just as above, this cannot be used to create or import a companion into the Dungeon Master or Dungeon Core origin.

Canon Companion [100 cp]: Perhaps you enjoyed the presence of someone from this world? With this option, you will have a chance to convince them to join you on your journey. If you succeed, they will come with you as a companion. That being said, godly beings like Father or the God of Destruction of this world will be unwilling to join you regardless of this fact.

All Dungeon Master and Core pairs, as a bonus, automatically count as one companion, and you will take both parts of the pair if you do this.

Dungeon Customization

Whether by being a Dungeon Core yourself, or by becoming a Dungeon Master for a new Core, you now find yourself in possession of a dungeon!

At the start of your time here, all you will have to your name is a single entrance with a passageway leading to the sole room within the dungeon, currently housing the Dungeon Core of your dungeon, as well as 1000 DP. This basketball-sized glowing orb serves as the literal core of your dungeon, as well as its major weak point. It's destruction will not only cause even a sufficiently large dungeon to collapse, but will lead to the death of the Dungeon Core and it's Master with absolute certainty.

That being said, I'm not going to leave you without anything. For this section only, you will get a stipend of +600 CP, for the purchase of initial abilities you will have, as well as a few extra portions for your dungeon. Additionally, you can choose one item from each price category to be cheaper, with the 100 CP choice becoming free.

Import [Free Dungeon Core/Master]: Not everyone entering this world arrived without anything to call their own. For those who come into this world with a varied amount of properties, as opposed to spending the DP cost to absorb them, you can freely have them be considered part of your dungeon, with any individual followers which come with the property being considered dungeon monsters.

Menu [Free Dungeon Core/Master]: The most important part of every dungeons arsenal, the Menu! With this free purchase, you will get the basic functions of the DP Menu, allowing you to construct your dungeon's passages and floors, keep track of your named subordinates, as well as purchasing the various monsters, traps, and items from its list. While your selection from these menus might be a bit limited at the moment, with many features not currently available to you, but with usage the menu's functions will expand. It is not visible to others if you don't want them to see it, but anything which can detect magic will notice it.

Attribute [Free Dungeon Core/Master]: In many ways, it seems convenient that the various cores always seem to have access to monsters appropriate to their type. This is not as much of a coincidence as it may seem, as depending on the nature of the core they appear to get discounts of their own. Pick an element or animal related to your form, such as "fire", "earth", or "rabbit". Your initial list of monsters and traps will also relate to this concept, and even once you unlock more items in your menu, you will receive a 50% discount on DP costs for monsters relating to that specific concept.

Humanization [Free Dungeon Core]: Dungeon Cores are known for their large variety of appearances, varying from human to animal to various monsters. However, the ultimate ideal for all Cores is to take Human Form, the ability to do so casually being a good sign of the maturation of the Core from the lower ranks. For a continual DP cost, you now may take upon a Human form. More than just an alt-form, you retain most of the advantages of your previous form you were in while doing this. A dragon core would still be able to breath fire, as an example. The only flaw is that you will retain the characteristics of what you were transformed as well, with the aforementioned dragon still retaining characteristics like their tail and horns. For living objects, your "true" form will be found in your possession.

Dungeon Battle [Free Dungeon Core/Master]: Of course, to some extent, one of the true purposes of dungeons is for the entertainment of the Dark God, "Father" of all Dungeon Cores. While you are in this world, you may find yourself being challenged by other Cores to a Dungeon Battle. To describe it in simple terms, the Dungeon Menu will connect the entrances of both dungeons, which then proceed to duke it out in order to complete a predetermined goal, such as touching the dungeon core or even its destruction. These dungeon battles are not without merit; Dungeon Battles often are used to settle disputes and wagers, and also have a role in unlocking new abilities for the dungeon to use.

Post-Jump, your dungeon will occasionally receive requests from other "dungeons" to battle from an unknown location. These dungeons can be used to fulfill the requirements for the dungeon which you fail to obtain here, as well as offering a chance to get boosts of DP and other items that you may convince them to give up.

CP to DP [100cp, can be purchased multiple times]: Need some pocket change to start your dungeon with? With a purchase of this, you will get a one-time boost to your DP, granting you an extra 100,000 DP for your troubles. If economized properly, this would be more than enough to get a good start on a dungeon.

Additional Attribute [100cp, can be purchased multiple times]: Want to have an easier time having a much more varied monster population within your dungeon? Just for you, you now have another attribute to consider for your dungeon. Note that discounts from these attributes do not stack, so having both a "fire" and a "snake" attribute won't make fire snakes any cheaper.

Monster Village [200cp]: You know what is better than using magic to summon monsters to do your bidding? Using pre-existing monsters to do your bidding! A purchase of this will add a nearby source of monsters of some semi-stronger variety, in total about as strong as one or two orders of knights, to your dungeon. While they still have to be convinced to become your underlings, this also will improve your ability to convince any monster, in this or future worlds, to join your dungeon.

Enhancement [200cp, Discounted Living Object]: Sometimes, you don't want to get something new. It sometimes helps more to improve what you already have in order to improve the strength of your dungeon. With this, you can add properties to the items in your dungeon to improve their worth. The usual use of this is to improve already decent magic weapons, but perhaps you can figure something out?

If you happen to be a Living Object, this ability is normally something your kind would get naturally over time, so you can receive it immediately on a discount.

Unlocked Menu [200cp]: In truth, the dungeon menu has many features which are hidden underneath unknown requirements. Even if you know about some concepts or the mechanics behind the traps, without fulfilling these requirements you will never be able to access these "hidden" features or objects of the menu. No longer. With this purchase, you no longer have to worry about these requirements. Use the voice function to troll adventurers to your heart's content, and never fear running out of metal boulders to throw at your enemy just because you only ever manufactured them yourself.

Protected Status [400cp]: For whatever reason, your dungeon has been classified as one not to be destroyed. Maybe Haku likes you, maybe the guild in general sees it as a good research of a newborn dungeon, regardless of the reason, you have protection in this world from a mandate to destroy dangerous dungeons. Only the most foolish or greedy individuals will ignore these rules, granting a great deal of protection. In further worlds, people will avoid destroying any dungeon you make unless they have a good reason to do so, with only the most foolhardy ignoring this general agreement.

The Answer is 'Easy' [400cp]: Sometimes, you want to keep adventurers from reaching the bottom of your dungeon through other gimmicks beyond a strong defensive lineup of monsters and traps. With this, your dungeon's puzzles will end up far more cryptic then they have any right to be, even if it's hinted blatantly in the construction. This effective gets more effective the more intelligent your opponent is, though puzzles which people already know about are not affected. Only the wise (or stupidly lucky) shall pass. Morons have an easier time with these.

Otherworldly Existence [400cp]: Not everyone is purely from this world. In turn, many monsters are seen as unthinkable to the people of this world, and they will never truly experience items from other worlds like rice or junk food. While by default, you would be able to summon objects from your own world, with this purchase there will be no limits on what you can call from others. Want to have your open field portion of your dungeon have a Deviljho? Perhaps fill your dungeon entrance with Undead Hollows? With this perk, all of these become available. You will only be capable of bringing monsters from worlds you have been to.

Drawbacks

There is a limit of +1200cp from drawbacks.

Dungeon Core [+0cp, mandatory for Dungeon Core/Master]: For all the advantages a dungeon can give you, it comes with one big disadvantage. That is to say, the dungeon core. If the core is destroyed, that will be the end of both the core and the master. No if or buts, you will be sent home as soon as it is destroyed. The dungeon has many countermeasures to help survive, but you must protect the final portion no matter what. For Dungeon Masters, this includes your companion, so protect them well.

I Just Want to Sleep [+0cp]: It appears that you have been summoned by Core 695 to defend her core, rather the Kehma. I hope you are ready for the challenges ahead. As challenge after challenge comes your way. It's like you're the protagonist of this story or something. Note: This does not make you the master of Core 695 unless you purchase the Dungeon Master suborigin. Dungeon Modifications still (somewhat) apply.

Bandits From the Start [+100cp]: Perhaps you got purchased by them as a slave or captured for ransom, but you will quickly find yourself in the heart of a bandit camp. While mostly lacking in skill, their leader is much more capable than the rest, being a former knight of a major family. While in a few weeks knights will be sent out to clear them, until then you will be stuck if you're unable to defeat them.

Melon Vomit [+100cp]: It seems that whatever you seem to do, people seem to get the worst out of it. Summon only goblins due to their cost? You now have a goblin fetish. Get a bit tipsy after drinking? Your now renowned as a drunkard. Even getting sick when you eat rotting food will give could give such a terrible nickname as "Melon Vomit". A strict and disciplined life will be the only way to avoid this, and you can still prove yourself past your initial reputation, but prepare for awkward first encounters.

Filled with Vice [+100cp]: Choose one of the Seven Deadly Sins. You will be filled with an extreme desire to follow that sin. Choosing Sloth would make only want to sleep and do nothing productive, Greed may make you a compulsive gambler, and Gluttony might make you so obsessed with eating to consider cannibalism. This may effect your reputation in more ways than one…

Gambling Debt [+200cp]: You didn't think it through when you decided to bet all that gold away, did you? Don’t worry, your debt was negotiated to be in monthly installments… to bad that the interest is killer. Even the greatest of heroes would have to work non-stop to get the money, and failure to pay on time will lead to hired thugs coming to collect. Even if you beat them off, you will find objects from your warehouse disappearing regularly, and your profits will hardly make up for it. Don’t go bankrupt from this.

Shitty Knights [+200cp]: For whatever reason, you angered one of the various noble families of this world. While the individual members of these families are not usually that special, their resources are large enough to get large forces to harass you during your time here. With their influence, expect your reputation to take a nosedive, and expect an occasional assassination attempt. Trying to bring the fight to them will just make other families turn against you, so the situation will not improve during your stay.

Bad Luck Lvl 3 [+200cp]: You get a free skill! With bad luck this strong, expect every game of chance to turn against you. Every deal you make will turn sour, every quest go for the worst. You will find yourself getting in trouble with very powerful beings from this world, and it will not relent. For those with dungeons, expect every gacha from the menu to give only a single goblin, no matter how much is spent. Don’t expect anything to go your way.

Leona’s Interest [+300cp]: Did you ever think how ridiculous some heros can end up? The skills granted by a hero can reach ridiculous heights, and as long as they hunt proper dungeon cores they can continue to get more. By random chance, you have attracted the interest of Leona, a Hero summoned over five hundred years ago. Due to her skills, she understands perfectly what you are and your strengths, and sees you as the most entertaining thing in this world, refusing to leave the general vicinity of you for your stay. With her desire to be the Final Boss, she will be sure to mess with everything you want to do, and she enjoys making people hate her more than anything else. Distracting her will only give temporary reprieve, and her strength is at the top of this world. The only reprieve is she will do no modifications to you with her Super Alchemy skill unless she sees you as too boring, so try to keep her entertained.

Shitty Master [+300cp]: For whatever reason, you now have a master. Maybe by accident if you are a dungeon core, a “former” slave wasn’t really freed, or maybe a fiat-powered entity now holds you on a leash. Regardless, they have authority rights over you, and they don’t seem to realize the flaws in themselves or their orders. Expect many of their orders to be practically suicidal in nature, and they are willing to abuse the fact you can’t disobey them. You will be driven to misery by their orders before the end, and they will never show improvement.

[Sealed] [+300 cp]: When you wake up in this world, you will find that your otherworldly powers have been sealed, your warehouse being temporarily confiscated for the duration of the jump. All you have is your Body Mod as well as any perks and the items you have purchased here. Additionally, your memories of this world will be temporarily sealed, leaving the future a complete surprise. With only your wits about you, can you survive and thrive in this world?

Enemy of the White Goddess[+600cp]: The 7th ranked dungeon, Core 89 "Haku", now wants you dead. One of the founders of the great Empire, it's entire resources are dedicated to hunting you down. Further, she will use every trick in the book to improve her DP income so that she can consistently send hordes of legendary monsters at you. She, on the other hand, will hide in the [Ivory Labyrinth], her own dungeon which hasn't been defeated in over a hundred years. Without preparation, facing her is certain death. With it, it's only less so.

Ending

Regardless of how you spend your time here, it eventually will come to an end. Whether after ten years, or an abrupt end due to your death or another factor, your time here is over. With it, you have three choices.

Return Home: Your time jumping will come to a close. All of your various powers and abilities will come with you as your journey comes to an end, and you will wake up in your home none worse to wear. As your chain drifts from your memory, you will no longer be associated with the various worlds, and time will again move forward. If you died or were otherwise forced out, this is the only ending you may choose.

- **Alternate Ending (Dungeon Core or Dungeon Master):** Instead of waking up in your bed, you awaken in the Core Room of your dungeon. As a reward for your time here and (in the case of being a Dungeon Master) protecting the core which you have been tied to, you will officially become the first of a new series of dungeons on Earth. But as all others begin from the start, your entire dungeon shall be brought in its entirety, rapidly becoming known as a legendary dungeon compared to the others. As time moves forward, society will change greatly. But that will be a story you will have to tell. This ending is not available if you were forced out of your jump early.

Stay Here: Did you take a liking to this world and its various aspects? By choosing this, you will stay in this charming world for the rest of your days. Your affairs in other worlds will be taken care of, with you becoming presumed missing. As a final part of this, you will gain an additional +1000 CP, and if you choose will regain the ability to become a Dungeon Master if you forsaken that earlier in the jump. Enjoy your new home.

Continue Onward: There are more worlds to discover, more things to experience. It is time to move forward, onto your next jump.

Notes

This version of the jump relied on the translations from the Web Novel edition of Lazy Dungeon Master. As the Light Novel Edition is being translated, I may update this jump further to put more in line with that translation. The same applies to any further details from the Manga once it is translated.

Dungeon Mechanics:

Getting DP:

1. Natural recovery from the Earth (Varies based off of the size of the dungeon. The larger the dungeon, the higher this is. Serves as base income.)
2. Having Intruders in the dungeon (amount varies based off the strength of Intruders in question.
    a. Multiplied by three if in an official Jail
    b. Doubled if in a locked room (i.e. a room with a door)
    c. These do stack if combined!
3. Killing an intruder (depends on the strength of intruder)
4. Offering a corpse to Dungeon Core (depends on the original strength of the corpse)
5. Offering treasure to Dungeon Core (based off the value of treasure)

Variety of Monsters:

As far as it has mentioned, there are a massive variety of monsters in-universe. In a low-ranked rabbit-themed dungeon, the dungeon core in question was able to have a large variety of rabbit monsters, from magic rabbits, armored rabbits, and 'soldier rabbits' which are humanoid and which use weapons and armor. Beyond the previously mentioned magic swords, there are succubus rings and other monster items of a similar sort. While the selection once dragons are reached starts to become limited, the variety of lesser monsters more than makes up for this. The only thing the menu can't seem to summon is human and similar races, so as long as it can be seen as a classic in fantasy it can be summoned.

Do note that without the Otherworldly Existence perk, this will only translate to the 'classic' versions of a particular monster, whether the stereotypical rpg or mythological depiction. If you want a specific setting's version, the perk is needed. Any alternate monster will still follow this world's rules for monsters, inevitably possessing a magic stone somewhere in their body, but will otherwise be from the setting.

With the Otherworldly Existence perk, your options for monsters will still follow the basic setting's rules. Unless a being is considered a "monster" or similar thing in-universe, they will still not be available for purchase. You can't purchase humans, for example, unless you have visited a world where they would be considered "monsters" by the setting's standard.

Costs:

A monster's cost is based off terrain as well as its strength. A water monster is going to be cheaper if your dungeon is near the ocean, and going to be more expensive if it is in the mountains.

Similarly, the cost of terrain options for your dungeon also depend on where you are in the world. Buying an ocean terrain option for a mountain dungeon is going to be more expensive than buying a volcano terrain option in the same dungeon.

Items are based off of rarity as well as difficulty of production. This is not to say that it matches the prices we assign to these objects. Cherries are really expensive in this world as an example, due to only one area growing them and lack of refrigeration for transportation. As the process of growing a cherry is otherwise not amazingly hard, the price in DP is actually quite low.

You can exchange items for DP, but you only get a portion of the required effort for the object. The MC in-universe initially tried to abuse the system to get DP income from sugar, only to find that it was not that amazing for the effort he put in. In the more extreme example, Leona, who has the Super Alchemy skill maxed, mass-produced Philosopher's Stones for him after a threat, each of which if purchased from the menu is equivalent to 500,000,000 DP if manufactured normally. Due to the ease of production for her, however, they only would be exchanged for about 10 DP each. Only genuinely difficult and slow efforts will give you good DP rewards.

Examples for some DP costs for monsters seen:

Goblin: 20 DP
Lizardmen: 150 DP
Minotaur: 3000 DP
Silky: 10,000 DP
Witch (Apprentice): 15,000 DP
Lesser Vampire: 30,000 DP
An ancient dragon: 100,000,000 DP
Dagon: "More than 100,000,000 DP"

While it can be said the strength of a monster directly correlates to the amount of DP spent on it, with a creature costing 200 DP being approximately 10 times as strong as a Goblin, other factors can skew this out of proportion, such as the discount or increased cost from terrain, as well as the individual characteristics. Using the modification function of the Menu during summoning also allows access these further customization when it comes to these, either by lowering or increasing strength to appropriately altering cost or by adding new abilities to particular monsters. This is always related to the creature in question, an example being getting rid of the weaknesses of a lesser vampire or granting them abilities only stronger ones would have. This is not as defined, so don't be afraid to fanwank something.

Hero Skills:

All hero skills are suitably ridiculous in strength, similar to cheat skills from all other Isekai. Even at Level 1, a skill like Super Transformation allowed for a once a day transformation into anything that exists, albeit not mimicking its characteristics well. Super Luck's first level granted a ridiculous level of luck to the Hero Wataru, making him only roll fives or sixes in a game using three six-sided dice. The second level would make it so he always rolled the best possible roll. Their variety is extreme, with the only note restricting them being that they never (directly) pertain to managing a dungeon. Feel free to fanwank when needed.

On how these levels increase more specifically, a dummy core will increase the levels of one of your current skills by one if destroyed. When destroying the true dungeon core, it will either increase one of your current skills by one or (rarely) give you a new one. That being said, even if each of your skills are maxed at ten, destroying cores will still grant you the levels, they just will be applied to a new skill whenever it is obtained.

In-jump, however, having these hero skills has a dangerous cost. The God of Destruction, better known in the world as the God of Light, uses them as a segway into possessing the one who has them, turning them into what is known as a Soldier of God. If your soul isn't capable of handling the power of the Hero Skills, usually if you destroy too many cores in a short period of time, you will get possessed permanently and used for his designs. **If this happens to you in-jump, it will count as your death and you will be sent home.** Post-jump, this will no longer be an issue for you to worry about.

Post-Jump, the Dungeons generated through the Hero Skill perk will still allow you to level-up/get new skills. These dungeons are only semi-sapient, only capable of using their intelligence for the defense of the dungeon. Their strength will vary from just being a one room starter dungeon, similar to Core 695's at the start of the

series, to massive labyrinths which would be worthy of being called some of the greatest of all time. While the upper limit of these dungeons will be able to match your power ignoring your existing Hero Skills, don't expect these or the one room-labyrinths to be common. The monsters within these dungeons will not leave the premises of the dungeon as well. These dungeons will always have a chance of generating when you enter a new entrance to an appropriate area, but they will get stronger if you decide to leave them alone. The destruction of these generated dungeons will not lead to the nearby area to collapse. The generation of these new dungeons can be toggled at will, but any dungeons already created will remain.

List of (Known) Hero Skills:
Note that there are far more hero skills than this, it's just that we have seen practically none of them.

Super Luck: Improves the luck of the holder to a large degree. The first level gave the user the ability to match regularly cheated rolls in a game of gambling with three dice, albeit with a chance of failure. The second would make it so him only roll the highest results in the same game. It also made it so he conveniently had things which would allow him to survive.

Super Transformation: Gives the user the ability to shapeshift in objects or monsters for an amount of times per day per level. The first level allowed for coping just the appearance and basic attributes, without giving the skills or completely matching the capabilities. At the third level, the user would survive the death of what he was transformed into, effectively restoring him to full health. Someone with the seventh level of this skill required an army of high level monsters due to him being able to copy perfectly some of the strongest monsters, defeating him with attrition.

Super Alchemy: Gives the user extremely good skills with alchemy. The first level allowed for things such as the Philosopher's Stone to be made. Later levels allowed for the user to modify herself and others, as well as the creation of new life altogether.

Super Massage: Makes you really good at massages. At higher levels, allows you to paralyze with a touch. We don't know any of the other effects that well, however.

Super Appraisal: While it's unknown the true effects of this at lower levels, at the highest levels it allowed the user to perfectly see the statistics about an individual item or person at will.

Haku's Strength:

Alone, she has the strength of an S-Class adventurer, and has the immediate backing of an empire which, in strength alone, has the capability of matching the forces of an entire faction of Dungeon Cores, albeit while losing ground. In terms of DP, she is the 7th wealthiest core, with her DP surpassing the trillions in numbers. She is an expert in terms of management, and has lived for hundreds of years preparing for a threat which would be capable of annihilating dungeons in their entirety. Along with her access to any summoned hero in area means she is a formidable opponent for anyone to face. Worse of all, she is a genius with few peers, able to solve practically any puzzle or question with ease.

Additionally, by taking the "Enemy of the White Goddess" drawback, some of the perks above won't work quite as properly. Any perk which relies on her in this jump to work will not function. "Haku-sama's Blessing" will be flat out negated, while "Protected Status" will only give a (minor) base reluctance. These perks will resume to work at full power after your time here.

On Becoming A Dungeon Master:

While refusing the option to be a Dungeon Master normally locks one out of becoming one for the purpose of this jump, the method to become one appears to be quite simple. When a non-Dungeon related entity meets in-person with the Dungeon Core, when the entity grants the Dungeon a name along with a self-introduction, they then proceed to become the Dungeon Master of the core, gaining the basic benefits of Command Authority and the ability to use the DP menu.

In canon, this can happen even if it was never the intention of the cores to get a Master, such as with Rokuko and Haku. To make this more confusing, when meeting with the rabbit core Orange, someone repeating these steps did not become his master. Regardless, for Jumper's benefit, you will be able to refuse anyone who tries, allowing you to keep your autonomy.

Additionally, it appears that those cores which already got names seem to be able to prevent this as well, as Haku has no known master despite her public actions. This is only speculation on my part, however, so take it with a grain of salt.

Drawback Clarifications:

The "Dungeon Core" drawback interacts with 1-Ups by making the core "survive" destruction and reform immediate afterward after consuming the 1-up. This is effectively instant, so someone attacking the core will just have to attack again afterward. Post-Jump, while the Dungeon Core loses its status as a weak-point, the dungeon will collapse if it is destroyed. The dungeon will respawn the next jump afterward.

Choosing the "I Want to Sleep" drawback will give you some benefits which will be innate. Core 695 is seen as a precious existence by Haku, having the effects of "Haku-Sama's Blessing", and effectively has the "Protected Status" Dungeon Customization perk. She is also quite noticeably lucky, having the "Super Luck" perk for free, and by far has some of the highest room for improvement, becoming far more intelligent as her dungeon grew. However, beyond being stuck at the start surrounded by bandits, it will start you with a bit of Haku's ire due to her overprotectiveness of 695, basically giving you an (extremely weakened) version of "Enemy of the White Goddess" drawback, so expect Haku to try to find a way to get rid of you in anyway she can so she can keep 695 to herself.

As a final note, if you took a dungeon background, the dungeon core companion you would get will initially end up as a sub-core to Core 695. In turn, if you end up the dungeon core, you would be the sub-core to her, with your master ending up the master of both. Post-jump, you can change this arrangement to make whichever particular one of your choice the main core.

Other Notes:

DP income has a few minor benefits beyond just have more things to work with. The biggest is probably that a higher income appears to improve a core's intelligence to an extent.

The difference in having the "Super Luck" perk as opposed to having the "Super Luck" hero skill is in how the luck helps you. With just the "Super Luck" skill, your luck will give you the best outcome from its perspective, such as helping you survive a tough enemy, but not helping you defeat it even if you could possibly do it. The perk works by giving you more from what you want, like giving good items and monsters relevant to what your dungeon currently needs in a monster gacha. Both still are ridiculously good luck, regardless of the fact.

All dungeons have access to something known as (or at least translated to) "Monster Gacha". This is basically gambling to try to get monsters for a cheaper price, coming in a large variety of price increments, from the cheapest 1000 DP with no upper limit to how high the price can be. This gacha, despite its name, will not only give monsters, but items as well for people who use it. That being said, it can give both good and bad things for it. The 1000 DP gacha has been recorded to drop an infant white dragon before (after 10,000 attempts), something far above its price. Or it could (and is more likely to drop, it fact) an ordinary 20 DP goblin. Higher priced gachas are more likely to drop better things over the lesser items, but even the 100,000 DP gacha can drop a goblin, and there will always be some risk of losing your investment. Interestingly, due to there being no upper limit to the pricing of them, it can be presumed that there are even stronger monsters in this world then the commonly assumed ones, but this is in the territory of fanwanking, so I'll leave that there.

Monsters summoned with DP, regardless of what they are, only appear to have the relevant combat-related knowledge to use their abilities effectively. Magic users, as an example, will know several spells to start out, but not the magic language itself, and indeed will still lack even basic arithmetic skills and literacy. Monsters summoned through Otherworldly Existence follow the same general pattern, so you don't expect to summon super scientists without teaching them the entirety of scientific knowledge.

There are such things as monster spawners in case you don't prefer restocking the monsters in your dungeon manually. Each spawner costs 100 times the final cost of a monster. Monsters spawned through this method are tied to the dungeon's mana to survive, however. If the core is destroyed, they will rapidly die, and can't leave the confines of a dungeon for long. Their "spawn rate" is still determined by their strength, with higher cost ones taking longer to appear.

The various treasures which can be found in a dungeon have to be placed there by the dungeon for other people to get them. Treasure chests exist which can be set to automatically refill themselves after a certain period of time, but unlike monster spawners these do take DP when they activate.

All dungeons, for monsters which are summoned by them, possess an absolute form of Command Authority, allowing them to give commands to them that must be obeyed. The power of this authority is such that if you ordered someone to "forget inconvenient thoughts" or to "fall in love with me little by little", this would be obeyed by the user. This only seems to extend to monsters which have fully subordinated themselves under the dungeon or been summoned by it. The perk "Master's Authority" grants a similar ability to this for those desiring more ability outside of the dungeon, but will have the drawbacks mentioned in the perk.

Removing all Cores from a dungeon, dummy or otherwise, will cause it to collapse. The main core at any moment additionally must be accessible by standard travel. It is okay to have the core move, but you can't put it in a room entirely enclosed by walls. Dummy cores can still be put in inaccessible areas however. If you switch up where your core is using the function provided, however, accessibility will still be needed. That being said, the main body of a dungeon has no limitation to how far they can move away from the core, so beyond leaving the dungeon unsupervised there is no effects on the dungeon if the core does this.

As a dungeon core/master, you can choose to "name" a monster in your dungeon, which has an effect towards increasing the intelligence and capabilities of the monster a slight amount. One example of this is letting ordinary rats, once named, became capable of planning rat races which maximise winnings towards the house. While it is unclear whether there are limits to this option, dead named monsters won't leave your list on the menu, so be careful if you don't want to feel bad about all your dead subordinates.

That being said, in relation to the above, there are options in case a Named monster gets killed. There is an option in the menu to respawn named monsters, which in turn costs DP in relation to the strength of the monster in question. Boss Monster Spawners, an advanced option not initially unlocked in the menu, can also be placed which will respawn Named monsters after a period of time based off their strength as well. Finally, in relation to your otherworldly nature, any resurrection methods you have from other worlds will also work for the purposes of this, albeit with their drawbacks in place.

Due to your connection to Earth, being kind of your homeworld and all, you can summon anything from Earth without the Otherworldly Existence perk. Do note that the prices for a lot of goods will be far higher, just due to how labor is accounted for cost-wise.

A Dungeon Core/Master Companion does not get their own CP for dungeon customization. Instead, they effectively share any of the Dungeon Perks you purchase for yourself. Sub-cores, in turn, can only differ in the Attribute you choose for them.

Post-jump, your dungeon will be imported into future jumps automatically on any appropriate land, warping the terrain if needed. Any inhabitants on the lands claimed by your dungeon will be replaced with a setting-appropriate one, with only your Named monsters transferring around as followers. Canon Dungeon Cores will also automatically import their dungeon if you bring them into another world as well.

Dungeons spawned via Hero’s Skills, if you have accepted a Dungeon Bonus Origin, can also be challenged to a dungeon battle if you can communicate with them.