Ancient Dungeon VR
Gauntlet - Magic & Arena Update

By Deaderthandeath



Welcome, my friend, to this dark and desolate corner of reality. On the surface, it seems like your classic Dungeons and Dragons fantasy world: adventurers seeking fame and fortune, scholars trying to get their hands on every scrap of knowledge, and monsters who just simply kill.

It is also where The Ancient Dungeon calls home. A constantly shifting labyrinth filled to the brim with traps and monsters, endless secrets behind every corner, and at the bottom lies a Beast older than recorded history. It's an unconquered pit of death, yet that shall not stop the endless flow of adventurers all seeking the glory of being the one to conquer the Ancient Dungeon, and with it, its treasures.

This is where you arrive, in another body seeking the Ancient Dungeon for some unknown goal. And this is where you will stay, until you achieve it.

+1000 Choice Points

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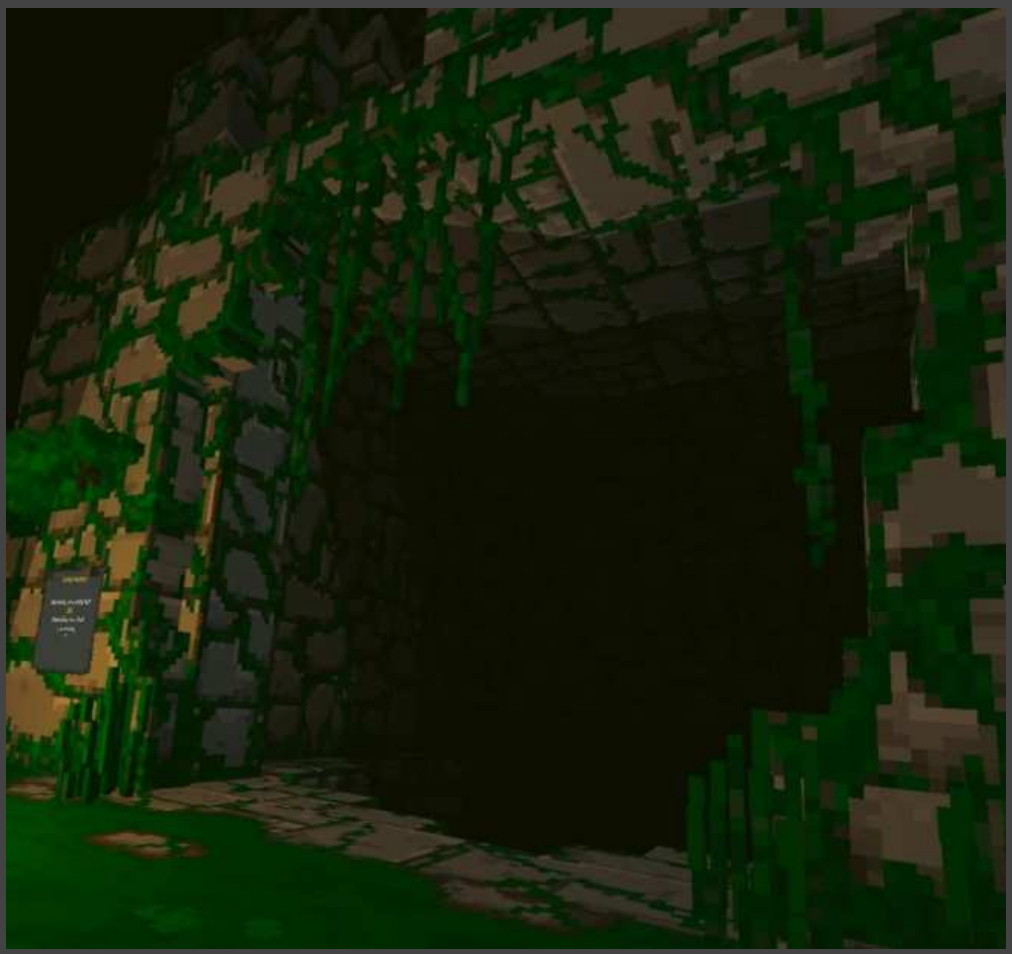
…But that would be terribly uninteresting, would it? All the pain and suffering of everyone who died here, all in vain just because some godling decided to stop here.

Let's make it more fair, shall we?

-1000 Choice Points

Hmm, not enough. Ah, here we go. Every single perk, item, power, or whatever else that is not from here has been stripped from you. Not even the Warehouse remains. All that remains is the Bodymod, or whatever else one might use in place of it,, but everything about it is reduced to the level of the average human.

Don't worry, you will get everything back at the end of your time here, but until then, let's hope your flesh and steel will be enough.



Origins

Who exactly are you, and what do you seek?

-Yet Another Corpse | Free
You aren't the first one here, nor will you be the last. Plenty of people have come to this wretched place, seeking all kinds of glory: fame, fortune, it doesn't matter. They all end up the same, yet another corpse.

Your win condition is to fully uncover the mysteries of the Ancient Dungeon, and rid the world of the Beast, which will take about 100 successful trips at a minimum.

-Yet Another Supporter | Free
Perhaps a much safer choice than above, but you are still interested in the Dungeon nonetheless. Mayhaps you are a Researcher, bent on uncovering the secrets of the Dungeon, or maybe a Blacksmith forging tools for the foolish who wander inside. Heck, you could be something entirely new, but the end remains the same: just another supporter.

Regardless, your condition is to aid the Adventurers who come your way, allowing 100 souls to make it entirely through the Dungeon, and defeat the Beast.

-Yet Another Monster | Free
A very different choice than what was provided before. You wander the halls of the Ancient Dungeon, one of its servants who kill any foolish enough to enter. Perhaps you were once one of those fools, but not anymore. Just another monster.

Your own condition isn't as complex as the two above. Kill. You don't need to uncover your master’s secrets, just kill. You don't need to help others, just kill. Preventing 100 souls from making it out of this cursed place alive is all you need to do.

-Age and gender don’t matter as much as you think. Choose whatever you want! Want to be a young prodigy? An old scholar? Men and women, of all ages, have been seeking glory throughout all of time. And Monsters? It never mattered to them in the first place.

-Oh, and **About Your Goal**: The Ancient Dungeon is a deadly place for both sides, and it would be close to impossible to complete your goal without dying, so I offer you a little help: instead of failing the jump were you to die, you will find yourself in a safe place (for your origin, Humans will re-appear outside and Monsters will revive when their floor refreshes) having been revived from death. But this comes at a cost, as this revival will remove a good bit of your progress towards your goal. Nothing unfair, only about 5 full delves, using the Adventurer Goal as an example, for every death.

Drawbacks

There is no theoretical limit on how much karma you can obtain, only what you are willing to suffer for it.

-Cowardly | 100 CP
Damn, even the Beast has more of a spine than you! You are cowardly to your core, always trying to find an excuse to not go into danger, no matter how flimsy. If you want to do anything else other than die of old age here, someone will have to force you.

-Bad Choice Of Location | 100 CP
The Dungeon is not a good place. Both because it's a deathtrap, but also because it's literally in the middle of ass-backwards nowhere.

For Supporters, this means that instead of somewhere sensible, you decided to set up shop inside the Dungeon. What's weirder, somehow your shop got integrated with the Dungeon, its location getting randomized alongside the rest of the Dungeon. And no, you can't move to the surface, at least for merchant needs.

For Adventurers, the supply lines to the Dungeon are down. That means your allies have much less to work with, including food and the like. Even the Mystery Merchant's stock has been affected, rarely pulling out the stronger and more useful stuff.

For Monsters, people just don't come by the Dungeon all that often. After all, it is a remote place in the middle of nowhere with barely any infrastructure. Only the bored, curious, and the ones with nothing left come here.

-No Sense Of Direction | 100 CP
With a sense like this, how have you gotten this far? Nevermind, you probably just stumbled into a shortcut or something. You have a hopelessly poor sense of direction, unable to remember even the simplest of paths or directions. Even if you had a constantly updating map attached to your wrist, you would still get lost!

-Unlucky | 100 CP
Yeesh, and I thought I had bad odds. When it comes to luck you were born with the short end of the stick: monsters are nearly always spawning in your blind spots; nearly every chest is locked and you don't have enough keys; and the merchant almost never has anything you would want. Though if you want a chance to really prove your skills…

-Do Not Serve This Man | 200 CP
Forget just overcharging you, merchants just seem to flare out hate you. You won't be getting anything from them, it seems, and it won't be any better in the Dungeon. In fact it's worse, as the Mysterious Merchant will basically attack you the moment you set foot in his shop.

-Progression-Locked | 200 CP
Now, you might expect to have everything you bought right away, but let me stop you there. When you arrive, you will find yourself stripped of your purchases here, but don't panic. There *is* a way to get them back.

For Adventurers and Supporters, your purchases are locked behind what's essentially *sidequests.* You want your **Crossbow and Dagger**? Reach the Beast at least once. Want to **Return To Safety** easily? You need to team up with the Researcher to reverse-engineer the Beast's magic. You want to learn the secrets of **Multi-Generational Development**? Prove yourself worthy of the old blacksmith's teachings.

For Monsters, it's far simpler: just keep killing. Every 10 people you kill will grant you a single perk or item back, starting from the lower priced options and going up.

-Annoying Neighbors | 200 CP
Infighting is pretty frequent, it seems. Whoever your allies are supposed to be, it seems something about you has upset them. For Adventurers and Supporters, your allies don't take your advice seriously, and might overcharge you for stuff, but you will still be able to work together.

For Monsters it's worse: the other monsters inside the Dungeon seem actively hostile to you, attacking you on sight like you are another invader. Thankfully, the Beast doesn't seem to care, not that it has ever seemed to have anyway.

-Magic Deficiency | 200 CP
While magic may be universally known, the sad fact is magic itself isn't universal. Some are born with the Spark, most aren't, and an even smaller few reject it entirely. You, my good Jumper, can count yourself among the numbers of the magic deficient. Magic just does not work for you, actively refusing to work if you're the one trying to use it. Spells won't be cast, Bits will not gather, Marks fail to activate, your Wand remains silent, Relics only seem to partially work, and so on and so forth. Thankfully, your condition doesn't seem to apply to anyone other than yourself, so no need to worry about a mage being unable to cast just because you're nearby.

-A True Dungeon | 300 CP
Compared to many other Dungeons out there, the Ancient Dungeon is small by comparison. Only about five floors, though undoubtedly there are many more undiscovered ones. Yet still, such a number doesn't seem quite right for such a dangerous place, yeah? Well now, it can be considered a true dungeon. A whole 100 floors, each one as diverse and different from each other as the original, getting stranger and stronger the deeper you go. The only consolation is that the outside is no longer just a small camp, now more akin to a city.

For Monsters, you may think this is a good thing, but unfortunately you are unable to leave the lower, more dangerous floors. Not only will that mean less Adventurers to hunt, but those that do make it that far down are difficult opponents.

-Shitty Customers | 300 CP
Not everybody is a good person, some are assholes, some are greedy, others just manipulate and lie to get what they want. And unfortunately, you are going to be on the receiving end of that kind of behavior *a lot.*

For Supporters, you get exactly what the name implies. Your customers, shitty as they are, are far more willing to attack you and steal your stuff, plus if they do succeed in nabbing your things, then that person will no longer count towards your goal.

For Adventurers, you have a harder time getting the things you want or need, and that's because someone always enters the Dungeon ahead of you. Maybe they found it in the Dungeon, stole it from the Mysterious Merchant, or didn't care enough to take it. Either way, you are left with the scraps of what they didn't take.

For Monsters, it turns out that your kind leaves behind drop items on death. Coins, keys, unique magical ingredients, this means that the very act of killing allows adventurers to become stronger. Heck, you might face someone wielding a weapon made of *you* if you died!

-The Great And The Terrible | 300 CP
Ah, I suppose you want a challenge then. Very well, if you insist, but don't say I didn't warn you. For your time here, you will find that your opposing side, so to speak, has undergone an upgrade.

For Monsters, the Adventurers raiding your home aren't just that, they are *Heroes*, with feats worthy of that name. Of course, those are the strongest ones, but even the average Adventurer can stand on par with a floor boss.

For Adventurers and Supporters, the Monsters in the Dungeon are far stronger than they should be. Remember the Floor Guardian perk? Well that level of strength is to be expected out of the *weakest* of your opponents. The Beast? Well, all I can say is that *it lives up to its name.*

-A Grave Mistake | 300 CP
Well well, dead before you even entered the Jump? Now that's quite the problem! Instead of starting with a flesh and blood body, you're unfortunately stuck as a ghost, barely able to interact with the world and seemingly unable to be revived from this state. Thankfully, it seems you don’t have any kind of time limit in this state. Aside from effectively trapping you in the Dungeon, the necromantic properties of the place the sole thing allowing for your continued existence, you still need to complete your goal, and without a body that becomes quite hard. Of course, just because you don't have a body now doesn't mean you can't get one later… Perhaps the Dungeon has some notes on possession? Beast knows there's enough bodies to practice on.

Perks

You are a very accomplished ‘adventurer’ at this point, no doubt you know the drill. Of course, it still might need saying. Every origin gets a 50% discount on their line, with the 100 CP options being free.

Generic:

-Self-Defense Methods and Trained Body | Free
The Dungeon is a scary and dangerous place, even for the most experienced of adventurers, and one can only imagine what it must be like for those with lesser experience, or even none. Good for you then that you have *some* combat experience!

You have fully mastered the basics of swordplay, and good enough hand-eye coordination to throw a knife and hit 8 times out of 10. Your training has also given you a healthy and fit body, lacking any kind of the mental or physical issues you may have had before your Chain. This alone is enough to stand up to the basic monsters of the Dungeon.

This experience has also made you quite gifted when it comes to learning combat skills, allowing you to easily pick up the basics of any weapon without the need for a teacher. Be warned however, you are by no means a master swordsman, and skill alone won't get you far in the Dungeon.

-Insight Points | 100 CP
The Ancient Dungeon is a truly mysterious place, with new discoveries around every corner, and with it greater mystery. Thankfully, researchers around the globe have devised a method to streamline this process, called the Insight System. Any discovery made by you, directly or indirectly (though you still must have had a big hand in it) accumulates into something called Insight Points. Insight can then be spent to acquire more knowledge, manifesting as a ‘leap in logic’ that proves scarily accurate.

However, any discoveries made using Insight does not generate Insight Points on its own, and while your leaps in logic are exactly that, it cannot reach too far. One can't extrapolate how to create a lightsaber out of a laser pen, though you can work up to it through multiple uses. And as a general rule, the more complex or powerful the end result is, the more Insight is needed to understand it.

-Monke Mode | 100 CP
Reject thy legs, return to *monke.* An incredibly odd form of locomotion inspired by a certain kind of monkey, *Monke Mode* weakens one’s legs to near-uselessness in exchange for vastly increasing the strength of one's arms. This strength, when combined with special movement techniques utilizing one’s arms, allows one to travel at frankly impressive speeds and even replace jumping entirely! An experienced *Monke Mode* user can always be seen bouncing off the environment like a ricocheting wrecking ball. Of course, you also know the sister technique *Human Mode*, which reverts the effects of *Monke Mode* returning you to normal.

-Teleport | 200 CP
An exceptionally more useful movement spell, *Teleport* was initially developed to help adventurers with movement issues, but quickly became a widespread tool for adventuring. The spell itself allows for rapid, short distance teleportation with an effective range of four meters, which makes it quite useful for traversal and combat. However, what made the spell so widespread was one simple fact: it allows one to teleport past obstructions. Locked doors, thin walls, high platforms, etc, so long as there is sufficient space and a floor for one to teleport onto, nearly any obstruction can be bypassed.

-Share Your Toys | 200 CP
I have said before that the Dungeon is a place of great danger and treasure, and one of its greatest treasures are small objects known only as *Relics*. Small trinkets crafted with innate magic, their main use is to enhance their wielder's power or alter their existing capabilities in strange ways.

Obviously, no two Relics are the same, but that doesn't mean there aren't similarities between a few. One of the most unique similarities is the existence of 'Shared Relics', Relics that defy the norm and can enhance an entire group of people at the same time, though these Relics tend to have much less intense effects due to this fact.

But what if every Relic had this effect, even ones not from this world? From now on you may transform every Relic (or Relic-adjacent object) that comes into your possession into a Shared one, allowing multiple people to utilize its power at the cost of the effect becoming a decent amount weaker.

-Not Dead Yet | 200 CP
Ah, it seems you died. Good for you then that you died inside the Dungeon. Due to the necromantic effects of the place, death isn't as concrete of an end anymore. Instead, you become a wraith, something akin to a ghost but not quite there yet. In this state one can fly and ignore most physical and magical attacks, but that seems to be the extent of your capabilities. No possession, illusions, or other ghost tricks for you.

What you do have, however, is the chance at resurrection. So long as somebody is willing to share half their current lifeforce with you, you will be revived with said amount. And this is a true resurrection, you won't rise as a zombie or some other unholy thing. However, your wraith state is unstable, so if you cannot find somebody to revive you within an hour, you will fully dissipate and leave the mortal coil. Post Gauntlet, this will work anywhere, not just in the Dungeon.

-Magic Made Manifest | 300 CP
The art of Magic is, shamefully, not a much-practiced art. A core piece of that is the startling lack of people with the potential for it in the first place, and it requires a certain level of… let's call it *insight*, to even manifest in the first place. Luckily for you, you seem to be one of the few to have actually manifested such power. And boy, what great power it is. As you grow more knowledgeable about the world and Magic itself, one can perform incredible acts with seemingly little limit: waves of elemental force, armor-like forcefields, forced teleportation, raising the dead, and so on.

So, what's stopping those who awaken magic from obliterating their opposition? Quite simply, Magic doesn't come for free, it is fueled by what's called Mana. Generated in the soul or pulled in from the outside, Mana naturally coalesces into Bits, which is then used to actually cast the spell. Obviously, the stronger or more complex a spell is, the more Bits are needed to cast it. As a fledgling mage yourself, you can only hold onto three Mana Bits at a time, each one capable of casting a decently powerful spell, like fireball. With age and experience this number will grow, but it will be centuries before your power even *approaches* that of The Beast's. This also unlocks the LOST ARTS of the capstone perks.



Yet Another Corpse:

-Heads Up Display | 100 CP
The dungeon shares many traits with other, more famous dungeons. One such trait is its ability to rearrange and alter its layout, making no two delves the exact same. What you have here is something to help you get around that, a unique piece of magic that is every adventurer's best friend. Appearing around one of your hands, this magic displays many things: your current health; number of keys; amount of coins; a small map displaying the places you've been; it even keeps track of any allies that might be down there with you!

-Quick Metabolism | 100 CP
There is rarely time to rest inside the Dungeon, being fighting after fight after fight. There isn't really enough time to eat or recover for an injured adventurer. It's almost required to have *some* way to keep on going, so many adventurers have learned to metabolise their food very quickly, a skill you have learned. This allows you to not only instantly digest any kind of food, but also turn it into a kind of healing effect, recovering more of your health the more calorie-dense the food, but even a few apples can put you back into fighting shape. Fight, heal, and eat on the go!

-Return to Safety | 200 CP
I see you've come prepared, eh? What you have here is a small bit of Magic, most likely created by some Mage who fought the Beast itself. It is a simple one, a passive spell that automatically teleports the caster to a safe place when on the brink of death. Of course, as this was reverse-engineered from the Beast, safe in this definition is *far* away from danger, taking the caster back to the surface. The spell doesn't have a number of restricted uses, though it does need a cooldown of 24 hours before it can be used again.

-Lucky Find | 400 CP
Money makes the world go round, and is why many adventurers chose to take this path. Yes, there is fame, power, women or men, but most beloved of all is *treasure*. And it seems you are beloved by it as well, considering how often you seem to trip over such things. Whether it's coins or magical artifacts, you have frightening luck when it comes to finding such things, always getting at least *something* from a chest. What's more, it seems like the things you find are always a step above the rest, whether in quality or quantity.

- LOST ART: EXTRAPOLIRE

Otherwise known as *Item Magic*. Considered to be a beginner's casting system, Extrapolire Mages use existing magical tools as foci, leaning on the inherent magic as a crutch to cast beyond their current capabilities. However this causes the Mage's spellcasting to be entirely based on the tool in question, such as causing a fire-aspected sword to launch out waves of flame, or manipulating the arrow of a magical crossbow mid-flight.

Yet Another Supporter:

-Successful Merchant | 100 CP
Ah, capitalism. You can't escape it even in a fantasy world. You have all the skills and experience of an accomplished merchant, but you also have something a bit more than other merchants: customers! No matter where you set up shop, you are guaranteed to have at least a few people buy from you, even if said shop is at the bottom of a perilous dungeon.

-Kill Some Rats In My Basement, Please | 100 CP
The life of a supporter isn't one as fraught with danger as an Adventurer's, but sometimes it still comes to you. The problem is, you're way too busy (or lazy) to deal with it yourself, so you have mastered the greatest skill of the bureaucrats: delegation! So long as you are willing to provide something in return, a certain type of person will just come out of the woodwork to help you! Even if said task is to delve into a dangerous dungeon so you can get your damn thesis done on time, people will still come. It's almost like you have some kind of mark over your head showing you need help…

-Graduated Researcher | 200 CP
Well, more like a scholar, an educated (for magical medieval times) one at that! You know plenty of things about the material and magical world, having a combination of theory and real-world experience. But it's not only that, you see. You would make for a pretty terrible scholar if you *didn't* attempt to discover something new, a practical guarantee when it comes to you. So long as you put your nose to the grindstone, you will discover *something* new when researching, no matter how small.

-Multi-Generational Development | 400 CP
You want the real meat and potatoes, eh? Or rather leather and steel in this case. You are a very skilled and accomplished blacksmith, knowing how to create a wide variety of things, from armor to crossbows. But you also have a unique talent: the longer something you helped create is being made, the better the result will be. Spend a year hammering at a sword? It would be far sharper and durable than its materials suggest. A weapon that your descendants will spend multiple generations finishing? It would become the next best thing to unbreakable, and would possess some innate Magic relating to what it is.

- LOST ART: INCANTARE

Otherwise known as *Enchanting*, Incantare Mages are magical blacksmiths who can use their Bits to bind spells to a physical container, allowing anyone to use that spell regardless of their own spellcasting ability. However, this tends to be temporary as the energy holding the spell together runs out, though true masters can bind their own Bits to make the enchantment truly permanent. Beyond this, Incantare Mages can also remove spells and change its container, but this runs the risk of destabilizing and destroying the spell.

Yet Another Monster:

-Monster Physiology | Free, Mandatory, and Exclusive to Yet Another Corpse
There are many monsters one can find in this deadly dungeon, the only question is which one are you? A slime, a zombie, a magical construct, a zombie, a deadly plant, a skeleton, annoying flies, *and a zombie*. I suppose the Beast favors necromancy, considering the sheer amount of undead in this place. However, no matter what you chose, with just this you are one of the average monsters in this place. You may have some kind of special ability, but even the average adventurer could take you out.

-Environmental Adaptation | 100 CP
There are many environments inside the dungeon, from a magical library to an infested cave. And just like those environments, the monsters inside change to match it. It is unknown whether it's the Beast or the monsters themselves (though in all likelihood it's both) that are the cause of this phenomenon, but within you is the ability to do the same. More often than not it's simple, like acquiring a piece of armor or some weapon related to the area. Rarer will your body change or you acquire some kind of ability, like your body becoming a breeding ground for a dangerous poison or disease, but your physiology wouldn't be affected by it. But no matter the change, it won't make you truly powerful, just a little more dangerous than your fellows.

-Floor Guardian | 200 CP
You are more than just another monster now, it would not be an exaggeration to say you are the strongest on your floor. Take whatever species you chose in **Monster Physiology**, and upgrade it. A slime would become massive, capable of splitting off small slimes when hit; one of the many undead would become far more enduring and have incredible strength, enough to send out spikes of stone just by striking the floor; a magical construct could become larger and much more capable of using the magic programed into them, doing things like teleportation and summoning monsters.

-A New Beast | 400 CP
One does not simply get called a *Beast*, not any ordinary monster. No, it requires something of a different breed to become something truly monstrous, something that seems to have appeared in you, though it all seems to be potential rather than immediate power. As you age and gain more experience your body will refine itself, growing stronger and far more magical over time without any seeming upper limit. In fact, you will find yourself physically changing over time, growing bigger and meaner as you become all the more beastly.

- LOST ART: COLERE

Otherwise known as Cultivation, or simply *Body Magic*. Colere Mages can use their Bits to infuse their body with magical might, temporarily enhancing their body in various ways, such as enhancing their muscles to be stronger, altering their eyes to see in the dark, and regrowing flesh. Colere Mages are also noted for their incredible spellcasting efficiency, as they don’t need to utilize an entire Bit at once due to the spell being inside their body. However, the constant exposure to magic also makes their bodies perfect for use as ingredients by other Mages.

Items

Every origin gets a 50% discount on their line, with the 100 CP options being free.

Generic:

-Potions and Poisons | 100 CP
Many things can be found in the Dungeons, and though these may be far from the most useful, they are handy nonetheless. These small orb-shaped glasses are essentially potions, containing different types of magical liquid that can both help and harm. One type can strengthen your muscles to increase your attack power, while another can deal constant damage to your enemies. You now have a small supply of these liquids, restocking and randomizing every time you leave the Dungeon. Post Gauntlet, your stock restocks every day at midnight.

-Development Plan | 100 CP
Research and Development can be an annoying thing, experiencing constant failures while not even knowing if the path you're on is the right one. Well, what if there was a way to fix that? Behold, the Development Plan! Developed to work alongside the Insight System, this flat wooden board works to streamline the R&D process by showing the possible paths in development one can take, and the next few steps within that path! Of course, this only shows what can actually be achieved, and only gives a brief and simple explanation of whatever step you are currently looking at. This was made to help aid discoveries, not make them itself.

Oh, one more thing. Should one have knowledge of the Insight System, the Development Plan will also show how much Insight is needed to unlock a certain step. The two *were* made to go together, after all.

-Survival Supplies | 100 CP
Despite what many think, adventuring isn't always delving into a dungeon and obtaining its treasure. In fact, most of the time it's incredibly boring, with long travel times to places people rarely go to, meaning it's highly unlikely one will be able to rest at a tavern or an Inn every night. Hence, that's what these are for: a collection of mundane items all for wilderness trekking and camping. Rations, a tent, a sleeping bag, and a small collection of different cooking supplies. Yours is a bit special though, as unlike everyone else's your supplies will fully repair and restock themselves every week.

Blade and Knife | 100 CP
The classic adventurers starting kit. A moderately sized sword, easily swung with one hand, and a knife which can fly unerringly straight. Both are unbreakable, and never seem to need sharpening, plus the knife quite literally flies back into your hand whenever you call upon it.

-Crossbow and Dagger | 200 CP
The magnum opus of a blacksmith family, one that spent many generations crafting it, and it is a beauty. Weapons of deadly efficiency, everything here is unbreakable and never degrades. A crossbow, with an arrow that flies straight and true, and always comes back in a short time; and a dagger, though more akin to a shortsword, always sharp. It may seem like just an alternative to the classic sword and knife pair, and yet in some ways it's far more useful.

-Wand and Tome | 200 CP
Ah, some real magic! A bit of a complex weapon, the Tome generates Mana over time, up to three bits, which the Wand can use to cast a variety of spells: a basic magic blast, a fireball, a cone of lightning, and a cloud of poison. However, save for the basic blast, the other spells need a long cooldown before you can use them again. Besides that, the Tome itself is oddly sturdy and makes for a decent melee weapon, capable of releasing a sweeping wave of force.

Now, if one is already capable of Magic, the Tome has an extra benefit of acting as a separate Mana Container, allowing you to both store and use excess Mana Bits that you otherwise would not be able to hold onto.



Yet Another Corpse:

-Daily Rations | 100 CP
A small yet daily regenerating supply of preserved foodstuffs. Apples, steaks, and potatoes to fulfill your every desire!

-Merchant Shop | 200 CP
The dungeon is a dangerous place, it would take a madman to set up shop in here! And yet, here we are. Every so often, especially in dangerous places like this, you will encounter someone willing to sell their wares to you. For what surprisingly little they may have, what they do sell are very useful, from food to Relics. Heck, they even have gambling, if you want to try your luck. Just… don't attack the merchant. You may not live to regret it.

-Marked Glove | 400 CP
Though Relics may be one the most potent treasures in the Dungeon, it doesn't mean it's the only one. Commonly found on the back of one's hand, a *Mark* is a magical tattoo that holds a singular spell inside, and allows its user to cast said spell even if they lack the capacity for Magic. However, only a single Mark can be held at a time, requiring one to swap them out every time they want to use a new one.

Of course, not everyone is content with this fact, leading to the creation of this very unique Relic. An invention of some scholar or wizard, this fingerless leather glove (in whatever color you desire) acts as a secondary connection point for any Marks you may come across, allowing one to duel wield Marks. In future worlds, this glove will continue to act as an extra connection point for other similar 'only one at a time' effects.

Yet Another Supporter:

-Pages and Ink | 100 CP
Your thesis papers, really. A never ending supply of parchment, ink, and pens. Never again will you worry about a lack of supplies, just research material.

-Blacksmith’s Tools | 200 CP
An anvil, hammer, furnace, tongs, molds, and not that I haven't listed, this is everything a blacksmith needs to forge! And these aren't normal tools either, the spark of magic within has made them unbreakable and always capable of shaping and melting material, no matter how unnaturally durable it may be.

-Magical Mirror | 400 CP
And here we have the scholar’s best friend! Never more will you need to delve into dangerous situations, as this mirror contains potent scrying magic. Though it cannot freely scry, needing to be ‘attached’ to a target, once activated it is almost like you are there yourself! Better still, nothing can cut (or even sense) your connection except for you, or your target’s death.



Yet Another Monster:

-Rock And Stone | 100 CP
No, not mining equipment, literally an endless supply of small to large rocks you can pull out of nowhere. Perfect for pelting those annoying adventurers carrying around crossbows!

-Worn Armor | 200 CP
Actual mining equipment, but not really. It could be that, or it can be a rusted helm, or a suit of old leather, or a broken shield. Some kind of old protective equipment, most likely taken from the many corpses here. Now you may be wondering, what about these are special? They look like they would break in one hit! Well, you're right, they do! But they are still capable of fully blocking a single attack before breaking, no matter the power or potency behind it. And when it breaks, you will find another in a few days. Quite interesting, but it makes one wonder how they acquired this trait in the first place, given their condition…

-A Floor To Call Your Own | 400 CP
It might not be your floor if you don't have a certain perk, but it looks like the Ancient Dungeon has one more floor now! Its environment and location in the Dungeon is up to you, and gets the same treatment as the other floors, constantly rearranging itself. Post-gauntlet, it can be attached to any structure you own, or can be found in the wild somewhere. If you have **Floor Guardian**, this is your floor, and the inhabitants won't attack you.



Companions:

-Multiplayer | 50 CP, 100 CP for Three
You didn't come alone, eh? Good decision, I must say. They follow the same rules as you, no starting budget and no outside abilities, but thankfully your winning condition is theirs as well, so don't worry about a conflict of interest. They can get up to 600 CP worth of drawbacks.

-A New Adventurer | 200 CP
What a cute kid. This little one hails from a family of quite powerful and accomplished adventurers, having grown up on their stories and accomplishments, though you wouldn't know it just by looking at him. Compared to others he is small and frail, though don't detract his intelligence, he is quite smart.

Having decided he no longer wants to be the baby of the family, to be forcefully protected, he decided to strike out on his own and become an adventurer! Unfortunately, he seems to lack the absurd strength and skill of his parents and sister, or even anything close to matching the average adventurer. That doesn't mean he is completely helpless, as the kid is quite gifted when it comes to using items and Relics, always finding some way to use them no matter how odd or strange either end of the equation is.

Through a very odd sequence of events, something he is sadly quite accustomed to, he has somehow come to this little slice of hell, where he met you. Will you help this newbie out, and allow him to stand on par with his family? The New Adventurer has **Self-Defense Methods and Healthy Body**, **Quick Metabolism**, **Lucky Find**, **Blade and Knife**, and keeps running into a peculiar **Merchant Shop**, run by a pink-haired foxkin selling all kinds of strange items.

-Delving Blacksmith | 200 CP
From a long and storied blacksmith family, this young man has joined his grandfather in acting as a blacksmith for any adventurer looking to delve. With short, spiky red hair, and dark blue eyes, you can often find him wearing a blue scarf and traditional blacksmith attire. Despite his straightforward and honest personality, those who get to know him will soon learn of his very deep hatred for magical weapons, and the reason why. It’s a bit complex, but let’s just say he *really* doesn’t like his family. There’s a reason why he’s here with his grandfather.

Of course, there is another reason for being here rather than just getting away from his family. You see, it’s his lifelong goal to forge something better than the magic swords his family spits out, and has come to the Dungeon to learn from it. The monsters, the adventurers, the weapons, etc. If you can prove yourself to not be a pushover like the rest, this blacksmith will gladly delve with you. He has **Self-Defense Methods and Healthy Body**, **Kill Some Rats In My Basement Please**, **Multi-Generational Development**, and **Blacksmith's Tools**.

-An Odd Monster | 200 CP
That's really the only way to describe this being. Obviously inhuman, with his pure black skin, and yet perhaps the most human entity in this Dungeon. Well, as close as one can get.

Born extremely intelligent despite being a goblin, he learned from the Dungeon itself, turning his intelligence into a dangerous weapon. This allowed him to become far stronger than his fellows, mutating him into a monster called a Hobgoblin. However, the oddest thing about this monster would be his odd sense of… "righteousness"? Oh, he is absolutely a sociopath, not above using his own fellows as pawns and underlings, but he absolutely *hates* doing something without the idea of righteousness, unless it is absolutely required for survival.

His main goal is to leave the Dungeon. He has long grown tired of it and wants his freedom, but cannot due to the Beast's magics preventing any born inside its depths from leaving. The farthest he has ever gotten was just outside the entrance. Luckily he has met you, a promising candidate, but unless you can prove yourself to be more than just another sacrificial pawn, he will continue to use you. He has **Self-Defense Methods and Healthy Body**, **Monster Physiology (Goblin)**, and **Magic Made Manifest**.



Rewards

You've done it, then. Whether you found the secrets of the Dungeon or protected it, you have accomplished your goal and are deserving of a great reward, of which you may find below.

Adventurer

To Slay A Beast

Adventurers are many things, and yet the most common one is their stubbornness. Something you have in spades, alongside plenty of luck and skill. Enough of which that it wouldn't be odd to see you fighting a Dragon in some other Dungeon, and win. But this isn't all that you are, in fact where others say something is impossible or unachievable, the more you stubbornly bash your head against a problem, the more likely you are to actually find a solution to your problem, even if by luck. Try and kill a teleporting, laser spewing beholder that teleports you away when you get close to killing it enough times, and eventually you will. The definition of insanity isn't quite so much when it comes to you.

Supporter

Blood Of The Beast

Among all of the mysteries of the Dungeon, the Beast itself is perhaps the most strange. Undeniably old and possessing incredible magicks, but perhaps the most strange thing is its blood. Potent and magical, the Blood of The Beast is an incredible ingredient. For what? Basically anything. Use it in a potion and its effects would be enhanced dozen-fold; use it in forging and the result would be a potent magical artifact like that of a Relic; use it in a ritual and you might summon and bind something far above your level; the possibilities are endless!

All of the above could be achieved with just a small amount, and you have basically an entire Beast's worth of Blood in a jar, and considering the size of that thing… It's a lot. And best yet, the jar will refill itself at the start of every jump!

Monster

Domain Of The Beast

It appears the Beast has taken notice of you. Of your actions, and your… *differences* from the other monsters. Oh don't worry, it's a good thing in this situation, as the Beast has decided to reward you with a Dungeon of your very own! Taking the form of a small cube with strange engravings, this cube acts like a container, capable of releasing and recalling your new Dungeon into itself. One placed somewhere, your Dungeon will begin to corrupt and capture the surrounding area into a new floor for your Dungeon. This process takes about two years to accomplish, and while the cube can be moved it will pause the timer until returned. But once completed, the area will be added to the Dungeon as a new floor. What's more, as the Dungeon Master, you gain dominance over not just the Dungeon itself but any who die there. Shape the layout to your will, transform dead corpses into your minions, control the monsters directly, alter space, add rules that must be followed, even spells cast inside here are enhanced! If you have **A Floor To Call Your Own**, it will be removed from the Ancient Dungeon and added to yours.

Optional Scenarios

Of course, there is much mystery to the Dungeon beyond its own existence. Many secrets and strange places lie within, just waiting for someone to seek them out.

Hard Mode

One of the stranger laws of the Dungeon, and one of the few which can be said to be almost *beneficial* to an Adventurer. *Hard Mode* must be invoked by the Adventurer themselves, and what it does is simple: it causes Dungeon to not just restrict itself, but also place restrictions on the Adventurer themself. Why would anyone do this? Simply put, the Dungeon may start tossing its greatest monster your way, but it also leaves its greatest treasure.

After successful completing 10 delves with Hard Mode at its maximum, you obtain the following perk:

Hard Mode Plus

You can apply restrictions upon yourself, actively reducing your stats and abilities to amplify them elsewhere. Or, you could instead increase the quality and quantity of any treasures or rewards you may receive

The Arena

A zone where the standard rules of the Dungeon seem to have changed. Instead of a sprawling labyrinth filled with danger, *The Arena* is a constantly shifting colosseum, throwing waves upon waves of the Dungeon's finest at those foolish enough to attempt it. Yet, like always, there is great treasure to be had here, should one's skill be sufficient. Are you brave enough to try?

Rewards:

Arena Plus

Connected to the warehouse, will act as it does here except one can leave at any time. Perfect for training!

Notes:

- The companions are based on some random fantasy/isekai characters.
    - Lavi and Philo (Please Don't Milk Me, Merchant-San!)
    - Welf (Is It Wrong To Pick Up Girls In The Dungeon)
    - Rou (Re: Monster)
- Your bodymod (and/or any other replacement) is limited to that of an average person for the duration of the gauntlet.
- I thank all the people who posted the images on the Wiki for putting them there.
- Domain Of The Beast is just a portable dungeon, it works however you want it to work, so long as it isn't too far outside expectations. TLDR: fanwank responsibly
- Updates V1.1
    - Grammar and some formatting issues, tell me if you find any more.
    - Finally, the companions section is finished. Geeze I hate procrastination.
    - Added images to fill up some of the empty space, and provide flair.
    - Moved the Drawbacks section up top, because this is a Gauntlet!
    - Changed **Self-Defense Methods** at HOnSide's (also thanks for the critique, it was very helpful) request, making it free and providing a healthy baseline for everyone that decides to go here.
    - There might be a few more updates to this, but it might be a bit because either I haven't actually been able to explore the new update yet, or it doesn't exist.
- Update V.2 The Magic (and Arena because I took too long) Edition
    - Re-did the beginning of the Jump, now you do get to keep your Bodymod but everything about it is reduced to the level of the average person.
    - Lots of reformatting to fit the new additions.
    - Added extra scenarios
    - New drawbacks!
    - New perks and items: Monke Mode, Teleport, Magic Made Manifest, Share Your Toys, A New Beast, Wand and Tome, Daily Rations, and Marked Glove
    - The prices for the origin perks were lowered
    - I dunno why I added the 'LOST ARTs', I guess I've been on a bit of a capstone booster kick lately? Honestly it started because I wanted to add a perk that explicitly allows you to make Relics/Marks, but then the Mage Update came out and then it snowballed from there?
    - On the topic of magic, I basically tried to combine the game mechanics with the lore, and that branched out into a lot of headcanons and custom stuff, but I've tried to keep it as close as possible.
    - Holy crap I've been working on this update for a year (it's been in my docs finished for a year) (I forgor)