Generic Dungeon Crawl v3.11

Jumpchain compliant

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You have arrived in this land on a grand quest. To claim the legendary Macguffin, which is some ancient mystical thing needed for a non-specific reason. It's buried in the deepest layer of a vast underground complex formed by the inexplicable combination of ancient ruins, natural caverns, hell dimensions, lost cities and treasure-filled vaults. Delve the dungeon, claim the prize. Of course, there are still the monsters, forgotten civilizations, natural hazards, and the many, many traps you'll have to get past.

But other than that, it'll be easy, right? You've got a whole ten years to make the trip! You'll begin your time here at the entrance to the dungeon. Take a moment to steel yourself before heading in.

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All arrivals in this jump are effectively drop-ins, as the nature and history of the world above isn't all that important. Since there are innumerable generic fantasy worlds you could be from, you're also able to design a custom species to travel this setting as, and may pick your age and sex for free.

Build your character and begin your adventure with 1000cp!

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Character class

Fighter
Brawn is how you solve your problems. You may be a clever tactician or use magic to enhance your body even further, but before all else you slay your enemies with strength and steel. Just beware those threats and challenges that can't be simply smashed aside.

Thief
Problems are to be avoided. You might remove your opponents with a blade in the dark or enhance your skills with magic, but cleverness will ultimately be your guide through this challenge. Weigh the choices you make and the trouble you get into carefully, some things down here won't fall for your tricks.

Magic-user
The dungeon is a puzzle to be solved. Magic can compensate for frailty or let you evade an overwhelming opponent, but every problem has a solution and your bag of tricks is vast. Remember that intelligence is not the same as wisdom, so know when to bow out of a problem your magic can't solve.

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Perks

Perks are discounted 50% for the matching class with 100cp perks being free.

Undiscounted perks

100cp - Loot table
While loot is scattered around the dungeon, having this perk means that in future Jumps there will always be random items waiting to be collected and defeated enemies will always have a little something extra on them. The loot you find will be appropriate to the setting and no one else seems to notice its presence or acquisition. Quality and amount scale along with the source, with hidden caches, fortified areas, powerful or unusual enemies all yielding better rewards.

100cp - Premium package
Professional services will be difficult to find in the dungeon, so whether it's a dull blade, a squeaky wheel or a drained wand you can now return something to its prime just by feeding the object money directly. Simple tasks will cost about double than if you'd bought the needed services normally, and the more difficult, complex or specialized the job the higher the markup. Impossible tasks will require impossible sums, but the effect is instantaneous and perfect. This can't 'fix' something like a lack of arrows in a quiver or an empty fuel tank, but a drained battery, magical or technological, is a valid target.

100cp - Generic fantasy merchants
You will now find that merchants here and in future jumps are far more accommodating. They seem to always have enough money to buy things off of you, and as long as you don't try to pawn off something horribly illegal or dangerous to have around they'll be willing to take it off your hands. Don't expect to get more than the appropriate value for junk which might be almost nothing no matter how much you hand over, and don't forget that whatever you sell can be re-sold or used by someone else later.

200cp - Please tell me the odds
You are aware of your odds of survival within the immediate future. You won't know why, specifically, but as circumstances change, as enemies close in, escape routes shut, and your strength wanes you'll know with certainty that the reaper is growing closer. Hopefully you're wise enough to heed the warning this sense provides and can choose the right action to get out of a bad situation.

200cp - Safe house
It will take you far more than a single day to traverse the dungeon, and sleeping in the wilds is a very dangerous prospect. Previous travelers created places of relative safety to rest without fear, and you will now find similar locations in future jumps. They aren't large, usually the size of an average bedroom, but you'll be able to identify them on sight and know how to get in. Even if a hostile creature sees you slip inside, it will be difficult for them to break in no matter the methods used, and anyone inside is protected from outside influence or detection as long as the structure remains intact. There are many such locations in each jump, but each is at least a half-a-day's walk apart from each other.

200cp - Paragon reputation
You're on very good terms with one of the groups within this dungeon, and that friendship endures in future jumps. Whether it's a species like elves or dwarves, or even the undead or elementals, as long as you don't grievously betray their goodwill you'll be viewed favorably and never as an outsider or enemy. Even the most evil of species will at the very least allow you to pass through their territory without fear and negotiate for services. If you betray this trust, benefits from this perk are lost for the rest of the jump.

300cp - Axiomatic infusion
Odds are good that you'll eventually be exposed to any number of things down here that can twist the body and mind. Where others would be reduced to misshapen hunks, bloated by tumors or crippled in any number of ways, your body will fight against such mutations and will eventually return to a pristine state. This takes time, depending on the strength and extent of the changes and your own strength of body and mind, but unless something spends enough constant effort to overpower your inherent resilience you'll be back to normal sooner or later. This ability will recognize any beneficial enhancements you acquire as the new normal and won't fight their addition, and if those changes were somehow removed later this ability will attempt to restore them as well. This perk does allow for the regeneration of lost limbs and will heal otherwise crippling wounds, but it does not prevent natural processes like aging.

300cp - Supported skills
As you practice a skill you'll find that closely related skills also improve by a small degree. Swing a sword for long enough and you'll pick up the tricks of using an ax in the same way. Spend time as a cook and chemistry will feel like old territory. The rate of skill acquisition slows and will eventually stop if the principles between what you train with and what you don't know grows too distant, but with enough time and a broad enough training regimen you could master a new skill long before you even attempted it.

300cp - HUD
You now share your headspace with a non-sapient entity that acts like a basic AI. It cannot use any of your powers and has no initiative of its own, but can perfectly recall any information provided by your senses and memories. Though unintelligent it can answer questions based on what it learns and can be 'programmed' to perform any number of purely mental actions. For example, it could create maps based on your progress through the dungeon and suggest routes, mark monsters you see with symbols to remind you of known weaknesses or keep track of how many charges are in your wands or which pocket holds which potion. It can even keep perfect time and set alarms or reminders. The entity is completely tamper-proof and will not accept any commands made when your will is not your own.

Class perks

Fighter

100cp - Athletics
To get the most out of your muscles, you need to know how best to apply them. You have long practice in how to properly run, jump, climb, lift and throw, among other things. Besides a general boost in overall fitness, this training has left you with a solid awareness of what your body is and is not capable of.

100cp - Rank-and-file
You're proficient in the weapons most commonly used by adventurers, and even a few of the uncommon ones. From swords and blunt instruments of all sorts to polearms, bows, whips, and the really strange things that came out of whatever local Asia analogue exists here. You're also skilled in unarmed combat, making the best use of whatever form your body takes here, which might include biting, clawing, goring, tail-slaps or tentacle grappling. You aren't a master yet but there's no shortage of practice awaiting you.

200cp - Lift your shield
There's more to defending yourself beyond cowering behind a shield. Brace yourself and deflect hits that otherwise would've turned you into paste. Step in and out of range, lunge and lean without losing your balance. Leave an opponent open with a proper parry and ripe for a riposte. You know how to effectively defend yourself because hurting your opponent should always come second to surviving the fight.

200cp - Gearing up
Within the dungeon there's a new threat around each corner and while all of them will die if enough force is applied it's always better to use the right tool for the right job. Of course your enemies aren't inclined to wait while you pick through your pack, so now you can instantly swap out whatever you're wielding or wearing with anything else so long as it's carried on your person somewhere. Post-jump, 'on your person' includes anything inside your cosmic warehouse or inventory-type perks.

400cp - I am here to slay thee
When you want something dead, nothing can stand in your way. There is no obstacle you cannot overcome, no barrier or spell that can stay your wrath. Stone walls crumple like paper as you charge through them, chasms are leapt over and magical wards fail. Even if your quarry flies away or teleports you'll follow him unerringly, reality bending in increasingly hilarious ways to get you within striking distance as fast as possible. Note that this power only ensures that you will have the opportunity to slay your target and must still put in the work to personally overcome and destroy them. You must first catch sight of a target before you can start the chase, and choosing to stop ends these effects until you can find them again and resume the hunt.

400cp - Berserker
A little magic and a lot of anger can take you far. In the absence of formal training you can still directly channel your magic into raw boosts to your strength and speed. Your mind becomes focused as well, letting you ignore pain and fear, though this prevents you from thinking about anything other than the best way to kill everything around yourself. Instinctive magic is exhausting and you lack control over it beyond turning it on or off, but with time and practice you'll be able to enjoy a bigger boost to your physical abilities, keep it up for longer and mitigate the mental downsides.

600cp - Protected equipment
No matter how strong you are, you'll find that anything you wear or carry is at least as durable as you and heals just as well. Any equipment not completely destroyed will always eventually recover. Magic scrolls that get charred will be safe to use in time, cracks will vanish and dulled edges will sharpen themselves. This isn't a source of unlimited scrap, lost material turns to dust as the original repairs itself.

600cp - Experience is a hard teacher
Except for those monsters trying to kill you there's few to none teachers within the dungeon, but if you survive the tests you'll always learn the lessons. Every time you make a mistake you won't be allowed to forget and will subconsciously be driven to break whatever bad habits got you hurt. Likewise every time you do something correctly you'll be pushed to continue doing so until it becomes ingrained. Every time you live through a fight you'll learn more about what works and understand what doesn't.

Thief

100cp - Swift as a shadow
A thief lives by their wits, so you should have a long and healthy life. Quick wits and faster reflexes means you won't be caught flat-footed when something unexpected happens, moving out of danger's way on sheer survival instinct. For when things go south, and you're thinking of nothing but running for your life, you'll run faster than you ever could before. Maybe fast enough to let you live to see tomorrow.

100cp - Sneaky as a snake
Of course, a thief should not be seen. You step lightly by nature, making far less noise even when you're not consciously trying to be stealthy. Creaking leather and shining metal might give you away, but even away from a proper workshop you have the know-how to mitigate those concerns as well. This isn't magic and is less helpful against the more unusual kinds of senses.

200cp - Traps and secrets
The dungeon was built ages ago, and successive inhabitants have salvaged, built upon, and repurposed the old many times over. Many traps abound while treasures were forgotten, and you know how to look for both. Simple tripwires and pressure plates will be noticed as long as you have a mind to look, and the old standbys of swinging bookcases and loose bricks might as well wear signs advertising their presence. As for magical traps, you know a few basic spells that might let you fool or dispel the simpler ones. Naturally you know how to set traps as well. Materials are scarce down here, but even with scraps you can at least improvise something that will provide a brief distraction.

200cp - The softest touch
Pickpocketing is normally a skill reserved for snatching a few coins, not something practiced in a place like this. It's easy for you to silently open a pouch, slice a cord or slide something out of a holster with none the wiser. Hanging upside down from the ceiling and snatching something from someone running past would be more of a challenge, but not impossible. You've also picked up a nifty little magical trick that prevents magical traps and curses from going off just from being touched. It takes actively trying to use or tamper with something for such spells to trigger.

400cp - Assassination
Sometimes you just gotta stab someone, and it's better for everyone involved if you only have to do it once. You have enough knowledge of anatomy and armor to pick out weaknesses and end a life with minimum fuss, and a completely unaware foe always takes far more damage from your attacks than normal. As a magical side effect, your attacks make no sound as they strike a target and anything you manage to kill in a single strike won't make a single sound as they die. Dropped items and collapsing bodies fall silently, and there are no last desperate gasps or death rattles. Daggers are traditional but this perk works just as well with any weapon, including ranged ones.

400cp - Magic and gadgets
No thief relies entirely on magic and few study fields that go against the stealthy approach, but the utility offered by magical items can't be denied. You've become an expert in their use, able to expend your own magic in place of any limited charges the item may carry. Anything not destroyed by use, like potions or magical ammunition, can be reused infinitely. You can also put your spare energy to use by pumping it into the items you activate, boosting their effects to double or even triple what they were designed for.

600cp - Stupid lucky
It's better to be lucky than good, and you are very, very lucky. Things always seem to go your way, whether that's stumbling across a bigger pile of gold or finding powerful items you're in need of. Enemies get in each other's way in combat or are a split-second late in dodging your strikes. If you mess up, you'll probably mess up in a way that ends up helping you. This will doubtlessly save your life, but this is a safety net, not a guarantee. Don't try to survive through luck alone, or it will quickly run out.

600cp - Save scumming
You have the incredibly potent and cheap trick that is using magic to turn back time, undoing your mistakes and giving you a second chance to succeed. At first you'll burn through all of your magic to reclaim a single second but as your skill with this magic and your reserves of power grow the more time you can shift. This power rewinds events, it doesn't pluck you from the world and re-insert you at an earlier point so there will be none of that meeting past selves or paradox nonsense. Warping time is excruciatingly difficult, and the cost of this power increases almost exponentially the farther you push it. By the time you're done here you should be able to manage about ten full seconds. This may not seem like much but as long as you're not instantly killed the power can be activated purely by thought and just as fast, no matter the state you're in. Just be careful not to put yourself in an inescapable situation.

Magic-user

100cp - Arcane awareness
Everyone has a sense for magical energy, but you've chosen to refine it beyond the basics needed for all spellcasting. Powerful magics, like the kind that saturate and alter an entire level of the dungeon are immediately obvious to you, and it only takes a moment to tell if an item is magical. A few moments more is all it takes to gauge its general level of power or the current reserves of an item that draws on an internal battery. Deciphering the exact purpose and nature of unknown magic is just a matter of practice.

100cp - Dungeoneering
You did the smart thing before blundering into a giant cave system and studied up on geology and architecture. Along with practical lessons in spelunking, you can better suss out the true direction of an echoing sound, follow currents of air and water to get around, and recognize common hazards like pockets of gas or the likeliest spot for an avalanche or cave-ins. You probably could have skipped most of the theory, but maybe knowing the building styles of various species will come in handy somehow?

200cp - Master blaster
A mage can't aim down their hands or staves the same way an archer can, but you're still an excellent shot with your spells. No point in throwing a fireball if you can't hit the broad side of a pack of goblins, is there? Additionally, you find you have far more control over spells that chain to extra targets or launch a spread of 'random' projectiles. Such things, more often than not, go in the direction you desire.

200cp - Rarefied core
Long exposure to magic has made you better able to resist or accept it as desired. Whatever the source, beneficial enchantments placed on you last longer than they should and are more effective than expected. Likewise any curses placed on you are not as strong as they should be and time out faster.

400cp - Battlemage
Reacting to threats, deciding on a course of action, and casting a spell in response, all of these things take time. Time that the dungeon won't make for you. So with long training arcane words and gestures have been compressed into more efficient forms, drastically shortening the time it takes for you to get a spell off. Even those spells you find difficult to cast will come a little faster, and the simplest spells that you have completely mastered come so quickly they can now be cast in parallel. These extra castings aren't 'free.' You must still spend the energy needed to cast them all, but even the lowliest magical missile can become something dangerous when you can fling out a dozen of them with a snap of your fingers.

400cp - School specialist
Through long study or natural talent you have far more ability in a particular field than your peers. The spells you cast relating to your speciality are massively more powerful, longer lasting, harder to resist and generally just better in every possible way. Being skilled with summoning magic could enhance some forms of necromancy just as much as elementalism or cantrips that call ordinary items to your hand. Naturally you also learn spells within your chosen field with greater ease, letting you stay ahead of the curve by employing spells that magic-users many years your senior would have difficulty with.

600cp - Sage
No fumbling apprentice, learning even the most advanced spells is easy as long as you have the skills in that field, and learning magic from an unfamiliar school is no more difficult than something you're well practiced at. It's also almost impossible for you to truly miscast a spell, requiring a catastrophic error or deliberant intent on your part. Even then, it's far more likely the spell will fail-safe and the energy involved will dissipate harmlessly rather than run wild. Your grasp of magical principles is enough to allow for modifying spells on the fly, as long as you have enough skill in all relevant fields and the changes are kept simple and straightforward. You can't mix wildly unrelated concepts this way, but if you had a choice between a flamethrower and a frost bolt you could throw flame bolts or waves of intense cold easily enough instead without needing to sit down and write out a new spell formula. It'll still be best to take the time to fine-tune these new tricks you come up with, if only to get the most out of them.

600cp - Magic overwhelming
Magic resistance, reflecting spells back at the caster, anti-magic zones…it seems like there are some things that exist for no other reason than to ruin your day. You are able to overcome such things by virtue of simply cramming more power into your spells, and you certainly have the power to spare considering the size of your reserves are now far beyond any of your peers. Magic-defeating defenses can be countered like any other simply by putting enough extra energy into your spells. How much extra power this needs depends on what you're up against, so a basic spell-reflecting charm will require only a moderate boost to overcome. Likewise your defensive spells can be reinforced so that attempts to bypass or dispel them are far more difficult. But pay attention to your reserves, because even with the energy you now have available trying to brute-force your way through every problem is not a sustainable plan.

Species customization

In this section you can buy traits to upgrade your body and improve your chances of survival. By default you'll be about as large as an adult human and have similar capabilities. You may decide your shape freely, being a quadruped, giant insect or snake or anything in-between. Your only restrictions are that you must have a conventional meat-based biology, and any features you give yourself such as scales or horns will be purely cosmetic and won't provide any measurable benefits without the traits below to empower them. It is up to you if your purchased traits are body modifications or unseen magical effects.

Free - Big
Your name is huge and you have the stature to match. With this trait you can have the greater size and mass needed to be a centaur, ogre, or giant beast. This may be a detriment in some situations but there are just as many benefits. Longer reach and greater leverage, more room for muscle and weight enough to keep your footing where others would be thrown around…but you may want to avoid tight tunnels.
Cannot take with 'Small'

Free - Small
You're smaller than most creatures, from the size of a dog or halfling all the way down to a mere foot in height. You'll be more fragile but also harder to hit or even find, and far lighter for good or ill.
Cannot take with 'Big'

Free - Unique genus
Are you a plant or golem? A jelly or a skelly? Either way your biology isn't normal. You have fewer concerns in both combat and day-to-day survival within the dungeon, in exchange for an equal amount of appropriate downsides. For example, if you chose to be a lich you wouldn't need to worry about food and water, needing to sleep, or becoming poisoned or diseased among other things. On the other hand you'd have an extreme vulnerability to holy weapons and spells that specifically target the undead, and by virtue of being a walking corpse you can't make use of anything magical or mundane that requires a living body.

100cp - Tough
You're stronger and more durable than most. Being able to hit harder and survive more wounds can be a lifesaver here, and things like poison will be less of a concern. You still have your limits, though.

100cp - Lithe
Your body is naturally faster and more flexible no matter what shape you take. You can simply outrun some monsters and move easier around obstacles and incoming dangers. There are a lot of those here.

100cp - Focused
You can better deal with stress, keeping your cool in battle and on-task when working. You're a little smarter as well, with a better memory and sharper senses. The better to see how bad things really are.

100cp - Living weapon
Even naked and unarmed, you are far from helpless. Your species is built for war with natural weapons and armor. Rending claws, goring horns, bone-ridged striking surfaces, leathery hide, chitinous shell, colorful scales, the details are up to you. These traits compare favorably to basic, mundane weapons and armor, but aren't as durable or painless to rely on in the same way as a nice thick layer of steel plate. You can still wear armor over your new body if you can make it fit for that extra protection, and short of dismemberment these things can't be taken away from you.

200cp - Expectoration
You can generate and expel something from your body. It could be venom, webs, bone darts, slick slime or anything else on that level. It can't do very much damage or have utility outside of a specific purpose, but it's very good at what it does and can be used quickly and instinctively.

200cp - On swift wings
Or Suckers. Or fins. Regardless, you have a non-standard means of locomotion. Perhaps you can climb on the walls like a spider or swim through water at impossible speeds. You might have tremendous jumping strength or can simply fly, though the latter will be of limited benefit without adequate room.

200cp - Cave-dweller
Darkness is not so great an impediment. Through sonar, thermal vision, or incredible sensitivity to air currents, you have some kind of extra sense that will make moving around in darkness much easier. It may even reveal hidden or invisible enemies when it would otherwise be fatal to be surprised by one.

200cp - Resistant
Your species long ago developed a tolerance for something. Something like fire, extreme cold, acid or electricity isn't much of a danger to you except in extreme amounts. It could also be something more unusual, like infernal, psychic, or necrotic energies. To put a number on it, any damage you would take from your choice is reduced by 50%. This is also enough that it would take something on the level of walking through an arctic blizzard or an active volcano's caldera before you would take damage from any mundane example of your chosen resistance.

200cp - Aspected
Your species has developed an affinity for an element of your choice, boosting any spells, items or powers you use that evoke it. This also comes with a slight degree of resistance towards your choice. If you already purchased the Resistant trait for the same element, then they will stack to grant you a near immunity to the element you so favor.

Items

Free - Starting gear
You begin with high-quality if basic weapons and armor suited to your class. You also have a month's worth of rations, a few torches, serviceable clothing and other appropriate sundries. Lastly you have a small bit of magical gear, either a few basic potions or a low-level wand with limited charges.
Magic-users receive a beginner's spellbook with a dozen spells based around a theme of their choice. The consumable from this option do not restock.

100cp - Masterwork gear
On the other hand, you may want to start with a small advantage. This choice upgrades your starting equipment to be the kind of things you'd amass with a bit of luck and exploration. Armor is on the level of full plate, or enchanted in some way. Your chosen weapon also has a minor enchantment, an overall improvement, some added elemental damage, or a boost to the power of one field of magic. Some potions that offer potent if short-lived effects, or a wand that can easily win you some early battles.

100cp - Reusable
You receive a wand, book, horn or similar that produces a mid-level effect like summoning a squad of skilled fighters, firing off a powerful spell, or healing serious wounds. After use the item becomes inert and needs an hour to recharge.

100cp - Quiver of plenty
This rare magical item solves the problems faced by those that prefer ranged weapons when away from a chance to restock. By placing any sort of arrow, shuriken, javelin or such within the quiver you are able to spend energy to pull out a duplicate that will fade away after use for a trivial expenditure of energy. Unlike other such items this quiver can copy enchanted projectiles, though the more powerful the magical item is that you wish to copy the more of your own power you must spend for each missile you create.

100cp - Dungeon journals
Not everyone that failed to find the Macguffin died in the dungeon. Some escaped with treasure or at least their own lives. Records from these failed expeditions were collected and compiled, giving you a complete map of the highest floors, a partial map of the medium levels and the barest hints about the lower levels. This also includes scattered information on topics such as sources of freshwater, what species control which areas, dungeon hazards, monsters, and native flora and fauna. In future jumps, whenever preparing for a trip this journal will update with similar information about the area.

200 - Potion belt (discounted for fighters)
This snazzy belt holds six potions. Each is clearly labeled, and the belt protects the potions from damage. There will always be at least one healing potion on the belt, while the others provide some kind of temporary boost, such as greater strength or speed or a mid-level spell like invisibility or high resistance to a type of damage. An hour after a potion is drunk or somehow lost a new randomized potion will appear on the belt, which will never be of a type that is useless or undesirable for you.

200cp - Wondrous item (discounted for thieves)
There is an impossible variety of magical items, both practical and whimsical, that have been crafted over the ages. An adventurer's career, or even their life, can depend on possessing the right equipment and you're lucky enough to have entered the dungeon with one very useful item. Its form and function is entirely up to you, as long as it's in-line with the themes of this world and not too powerful. From the ubiquitous bag of holding to magical ropes that lengthen and slither about and tie themselves like a fibrous serpent, to an animate golden bug that moves at your command to shed soft light or focus it in a dazzling beam at your enemies, the possibilities are nearly endless.

200cp - Spellbooks (discounted for magic-user)
You receive a book that holds a dozen spells based around a theme of your choice. These are solidly mid-level and very reliable, potentially able to carry you through the dungeon if you use them properly. While there are far more powerful spells to learn here if you can find them, spells on this level are a necessity for a purely magic-focused adventurer to make any real progress through the dungeon.

400cp - Artefact
Artefacts are potent items, indestructible and bearing far more enchantments than other items you can find here. It could be a suit of armor that provides a great defense against both physical damage, several different elements, and also a boost to your physical abilities. A weapon could hit harder and faster, deal extra elemental damage, and drain life from the slain to heal you on top of that. Whatever you choose, this will undoubtedly be one of the most powerful items you can acquire here, moreso because you can tailor it exactly to your needs as long as the effects you choose are in line with the themes of this world.

400cp - Familiar
You have the service of a creature that is unfailingly loyal to the point it is immune to any effect that would influence or control its mind, and the two of you have a mental link allowing for constant communication and even sharing senses. Its appearance, personality, and nature are yours to freely customize, and its powers will grow along a theme you set. It could be a humanoid that develops supernatural combat skills, an ever-evolving monster, or a symbiont that helps amplify your own abilities. Whatever you choose, it will match your own growth and grow in power until it reaches a limit just below the mightiest creatures of this world. Post-jump this cap will adjust to the new standards of the current setting, allowing it to be capable of reaching a level that ensures it will always be a valuable ally in a fight. The familiar will always return to you 24 hours later, fully healed, if injured, slain, or somehow separated from you. A familiar counts as a follower, not a companion.

600cp - Macguffin
An item of little intrinsic value but one that inevitably guides people towards a great quest. Once per jump, you may command the Macguffin to become something that will either provide a starting point for a grand quest or help you complete one. Perhaps it will become a map that points the way to a specific lost treasure or wealth in general. Or perhaps it changes into a key that unlocks a vault that would otherwise be impossible to open. What the Macguffin provides is always useful, and might be something otherwise impossible to acquire by any other method, but it will still require work on your part to claim the prize at the end of the journey. There will be no end of those thanks to this.

600cp - True final secret dungeon
Beneath the real dungeon you're currently challenging, the shadow it casts through sheer weight of magic on the fabric of reality has formed this mirror image. It is yours to challenge whenever you wish, and dying within this place will only eject you from it at the cost of losing anything you collected within. It's an excellent place to train and you may leave at any time, but if you wish to take anything from it you must still reach the bottom and claim the shadow-macguffin, whose sole purpose is to make whatever you have claimed solid enough to bring back. You may set this copy dungeon to default to what is in this world or incorporate elements from past jumps, but as you go deeper the difficulty will always increase to provide a respectable challenge no matter your level of power. This cannot be changed.

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Companions

X00cp - No party like a dungeon party.
You may create a new companion or import existing ones. For 100cp, one. For 200cp, two. four for 300cp and eight for 400cp. Any option gives your companions 1000cp to spend on anything they like.

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Drawbacks

You may take a maximum of +1000cp from drawbacks

+0cp/Mandatory - Did you think it would be that easy?
If someone could have just found the Macguffin with a crystal ball and teleported over to grab it they would have done so already. But this location was chosen for a reason, and the area has been charged with so much magic that long-range teleportation is dangerous while divination is unreliable. In some places distances are distorted while in others the very rock that surrounds you is impermeable by any means. These issues only grow more intense and ubiquitous as you get closer to the macguffin. You might be lucky enough to find shortcuts here and there or create a few of your own, but one way or another, you'll have to travel the dungeon and a significant amount of the danger it offers.

+100cp - Artificial stupidity
Any allies not considered a companion are rather robotic in behavior, unable to comprehend anything more complex than 'wait here' or 'kill that' and will only attack enemies if ordered or attacked first. If you harm a neutral or friendly creature, no matter how slightly or even accidentally, it will become permanently hostile to you. If you purchase a familiar it will be the only exception to this drawback.

+100cp - Goddamn bats
The dungeon is infested with a variety of obnoxious little creatures that will never fail to irritate you when they appear. They're weak, unable to take more than a single good hit or inflict more damage than a little bruising, but there are a lot of them and they'll always manage to annoy you.

+100 - In a cave
Outside of outposts and the few cities carved into the rock, this ‘dungeon’ was shaped by nature and does not make for easy travel. There are no smooth roads, convenient staircases, and the vast majority of it lies in eternal darkness. Getting around won’t be easy or fast, and places of comfort are already claimed.

+200cp - With a box of scraps
You didn’t come to the dungeon because you were rich and it was the same for every other desperate adventurer. What equipment you find here is ancient and decayed, or depleted and damaged by whatever killed its previous owner. Scavengers have ensured that you’ll find almost no spare equipment or unguarded stockpiles, and the unintelligent that collect corpses tear apart or discard anything they can’t eat. Things worth keeping will be rare finds now, and you’ll probably have to fight for them.

+200cp - You need the red key
Different areas of the dungeon are separated by gates and it is impossible for you to progress without acquiring the single, specific key that opens each one. Keys are never easy to reach, secured within a trap-filled gauntlet or held by a creature bunkered down with a small army of flunkies to protect them.

+200cp - Ghosts of raids past
Many previous explorers died challenging the dungeon. Some simply rose as undead, but others came back in stranger ways. Encased in malevolent crystals, absorbed by toxic fungus, mutated by miscast magic or stuffed with parasites. There’s a great many of them, and they all retain a degree of intelligence and the power held during life has been augmented in varied ways by their new state. You’ll encounter many of them throughout the dungeon, and they’ll each be entirely unique in how they try to kill you.

+300cp - Bane of Jumper
No matter your species, you suffer from a severe weakness. You might be slow, frail, inept at magic or vulnerable to a certain element. This weakness will be a serious impediment and you’ll never be able to more than partially mitigate it. You’re also guaranteed, at some point in your journey, to be required to fight through an area where every trap, monster, and the environment itself seems custom-tailored to prey upon that weakness. Any companions you take must share the same weakness.

+300cp - Random Number God
The success of your actions are now determined by numbers as much as skill. Even a veteran jumper may find his attack inexplicably missing a paralyzed enemy or a spell fizzling no matter how skilled you are. You will always, at the very least, have a flat 5% chance of failing at anything.

+300cp - Laughter of the gods
This difficulty of your journey is simply greater now, as explorations take longer, the monsters grow tougher and the respites are fewer. You almost seem to be cursed in the way that you suffer from random and painful misfortunes. No loss or affliction you face from this drawback will ever be directly fatal, but they’ll always be inconvenient at the very least and most often seem to strike at a bad time.

+600cp - The slow road
Everything you've purchased? Those are the things you'll gain or develop over time. Find your items. Train your skills. Put in the work and you'll get them all, sooner if you really work at it. Skimp on things and you'll only collect your purchases after the jump ends. On the other hand, if this isn't your first jump it's the standard power loss condition. No outside perks, items, or supplements.

+600cp - Here is war
The challenge of the dungeon is no longer a matter for individuals or even sponsored expeditions. The Macguffin is something that nations are going to war over, and you'll arrive just before everything goes to hell. While armies meet and fight on the surface above a constant stream of soldiers from different factions will pour into the dungeon and slaughter any enemy that crosses their path. Those outposts of civilization within the dungeon will be forced to choose sides or at least close their borders, and some may come under siege for whatever resources, conscripts, or information on the macguffin they have that might be claimed. If any enemy force claims the macguffin and returns to the dungeon entrance with it, you fail the jump. However if you have the 'Paragon reputation' perk and you are able to join up with your chosen faction, succeeding as a group will instead count as a win condition for you.

+600cp - Climb the ziggurat
The 'dungeon' is merely a cave system that is stalked by monsters and has felt the touch of many explorers over the years, building colonies and losing some to time or strife. It is only when you reach the very lowest depths of these caverns that you will find the true dungeon, the structure made so long ago to house the Macguffin, and it is here your real test begins. The moment you step inside the doors will slam shut behind you, leaving nowhere to go but forwards. You will face an array of lethal traps, dangerous magic, and creatures of monstrous power bound here long ago to keep anyone from claiming the prize. This final challenge will be short but brutal and one that you cannot flee from once begun, and it will push you hard no matter what skills and powers you possess.

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THE END

So you survived? Raided the tombs, plundered the booty, etc. etc? Then you have a choice.

Small town hero - Go back to Earth, taking whatever treasure you managed to collect here.

Back into the light - Since this generic dungeon could exist anywhere, you may choose for it to exist in whichever world you please. Upon leaving the dungeon, the entrance collapses and the structure vanishes as if it never was, leaving you to live out your life in the world of your choice.

New Game+ - Why stop now? Continue through the Jumpchain, looting, slaying, and whatever-ing to your heart's content

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CHANGELOG

v3.1
Added three more general perks
Changed ‘summoner’ to ‘school specialist’ and swapped with ‘sage’
‘Sage’ and ‘magic overwhelming’ tweaked
Added the ‘true secret final dungeon’ and modified other items
Tweaked ‘magic and gadgets’
Finally got the familiar to feel right

v3.11
Wording and grammar tweaks
Adjusted HUD, someday i’ll get it exactly right
Moved beginner spellbook to starting gear
Gave one item discount for each class