Dungeon Crawler Dresden







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Welcome to the world of the Dresden Files…with some extras. Turns out humans aren't alone in the universe, and its not just faeries and vampires and pagan gods out there. Now? Now there are aliens in the mix, and they've decided to strip-mine Earth for resources. All of the buildings on Earth are about to be sucked straight down into the ground (mostly killing anyone inside) and leaving the survivors of that a choice between going into the newly opened World Dungeon or staying on the surface.

This has been done hundreds of times before. The challenge for those entering the Dungeon is to descend down through and defeat its 18 floors to be able to reclaim their world. Unfortunately, the farthest anyone has ever made it was the 13th floor, and they lasted less than an hour.

This time the genocidal aliens might very well have bitten off more than they can chew. Because Earth already has magic. And gods. And faeries. Also? One Harry Dresden, fresh off his first job for his new boss (Mab, Queen of Air and Darkness, Ruler of the Winter Court). That job came after he genocided an entire species of vampires for threatening his daughter. Dresden is best known for throwing down with gods and monsters well out of his own weight class and coming out the other side, blowing things up, and setting more things on fire. (Seriously, the rare occasion a building is on fire and it isn't his fault it becomes a noteworthy event.)

You enter this world at the same time Harry Dresden is woken up by his island/butler/genius loci named Demonreach, announcing the arrival of two of the faerie Queens of Winter (yes there are multiple, and it is even more complicated than you want to know). Enter the Dungeon, journey down through its hellish environments and have your suffering broadcast to the galactic masses! Or stick with the surface survivors, because it looks like they might have something to say about all of this too. Have 1000cp, you're gonna need 'em! You have around an hour before the Dungeon opens.

Age/Gender/Location

The world is basically about to end, who cares how old you are? Pick your age and gender/sex as you wish. Being young enough to be nimble will likely serve you well if you do decide to descend and become a crawler. You may appear anywhere in the world, and there will be a Dungeon stairwell within less than a kilometer, or you may appear alongside any of the groups met in the fic or the novels.

Race/Species

You may start as any of the many sentient races present already on Earth (any of the vampire courts, fae, etc) for free, though none will provide an appreciable advantage over the others without paying or without perks. If you do descend into the Dungeon you will have the opportunity to change this

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upon reaching the 3rd floor. Starting off as something other than human before entering the Dungeon will somehow go unnoticed to any great degree. Below are a few options that you can pay for.

White Court Vampire -100

Unlike other vampires, members of the White Court are born, not made. Upon reaching puberty, their Hunger awakens, and allows them to feed on life force/emotional energy. The current ruling house is Raith, who feed on lust, House Malvora feeds on fear while House Skavis feeds on despair. They have fewer weaknesses than other vampires but in turn are slightly less powerful overall.

Changeling -100

A term that applies to half-fae and a race available to crawlers upon reaching the third floor. Fae changelings are individuals with one parent being of the Summer or Winter court, usually possessing minor abilities related to their parent, while Dungeon changelings are shapeshifters that can take on the form of other races that they have personally touched, gaining the abilities and advantages of those races.

If you are a fae changeling, Uou may choose the Court of your parent at will, and you will start with a 20 in the stat of your choice.

Primal -100

The Primals were apparently the first race to conquer the universe. They developed the tech that makes the crawl/Dungeon possible. Nobody knows what they looked like though, so any crawler presented with the Primal option remains physically their own race while gaining the benefits/penalties of being a Primal. Primals can innately train any skill up to 20 instead of 15, but also receive a -1 to every primary stat to start.

Red/Black Court Vampire +100

Vampires of the Red Court basically stopped existing a few years ago thanks to one of our protagonists (they threatened his daughter, it didn't end well for them). They are bat-like demonic looking humanoids with narcotic saliva and a deathly allergy to sunlight. The Black Court on the other hand are your classic Stoker vampires (in-universe Stoker basically wrote Dracula as a manual on getting rid of the Black Court) with all of the attendant weaknesses thereof, but were individually the most powerful. The Reds no longer exist and the Blacks are extremely rare, but if you want to become an enemy of our protagonists and gain an allergy to sunlight/garlic/crosses etc, then take an extra 100 for your boldness.

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Perks

Two discounts per price tier. Discounted 100 is free.

The System/HUD -Free/-100

Upon entering the Dungeon, crawlers gain access to a HUD and a levelling system. Defeat enemies, finish quests, or just accomplish strange and impressive things, and you get EXP. Get enough and you level up. Each level gets you stat points that you will be able to distribute once you get a Class at the 3rd floor. Stats are the usual: Strength, Dexterity, Intelligence, Constitution and Charisma. This also gives you access to the inventory, which has theoretically infinite space and allows you to store anything that you can lift for at least four seconds under your own power. You get this and keep it for free by entering the Dungeon, but paying 100 gets you access to it before entering and keep it in future worlds.

This includes the HUD, minimap, the inventory system/hotbar, and leveling inherent to the Dungeon System. It will not be affected detrimentally by any other powers or abilities that you possess. This season of the crawl already has some bugs showing up pretty early, so any out-of-context abilities or items will be overlooked or rationalized away so long as they aren't outright gamebreaking. Anything that IS gamebreaking would first be noticed by Caliban/the System AI running things, and he's not too likely to bring notice to it unless it spoils the entertainment value.

Achievements and Loot -Free/-100

"Achievements are a type of crawler notification generated and distributed by the System AI as crawlers progress through the Dungeon. Most achievements reward crawlers for playing the game with Loot Boxes, but some achievements serve to warn crawlers of impending danger, notify crawlers that they're on the wrong track, or even nudge crawlers to remember particular tactics or information." – Dungeon Crawler Carl Wiki

You get this for free by entering the Dungeon, but by paying 100 you can continue earning achievements and Loot Boxes appropriate to the world you are in. In future worlds the achievements will be similarly humorous/sarcastic, and you will be able to open Loot Boxes in places of calm and safety like the safe rooms here. Enemies will drop appropriate loot and currency for the world.

Achievements in the Dungeon can become a critical source of early loot. You'll have an easier time getting the attention of the System and knowing just what will be unique enough to earn achievements in this and future worlds.

Galactic Influencer -100

Getting views is important in the Dungeon. The number of people watching you can be a deciding factor in your survival. You now have an instinct for how to make yourself appealing and interesting to broad audiences, with further natural insight in how to appeal more deeply to

more narrow groups. Win the intergalactic housewife demographic and you might just have it made!

Acclaim **-100**

Stories of your actions spread more easily now. People will tend to view your deeds in the way you intend them to be received.

Arsonist **-100**

Just like Dresden you have a natural talent for setting things on fire. You know just where to apply flame and accelerant to be certain that if it's possible to burn, you'll make it happen.

Silver Tongue **-100**

Whether by weird pre-Dungeon mutation or Dungeon-provided prosthetic, your tongue can now extend up to 18 inches long and 3 wide. It is also impervious to pain and greatly enhances both taste and any other sensations your tongue might experience.This enhances sensations caused by your tongue as well.

As a bonus, you excel at talking your way out of trouble. Be careful not to talk yourself into too much though.

Skills, Skills, Skills **-200**

Skills in the Dungeon can mean the difference between life and death. The bonuses stacked by skill levels on your actions can have impressive results. You now pick up new skills more easily and advance your existing ones at twice the rate that others do. This will apply to spells learned in the Dungeon and elsewhere also. In situations like the Dungeon where your advancement is being observed, no one will notice anything odd about your rapid learning.

Bane of Bosses **-200**

Defeating Boss monsters of various levels can have truly game changing results in the Dungeon. The achievements, dropped loot and maps can push a crawler's progress quickly beyond the norm. All of your attacks on Boss monsters now hit about half again as hard as they otherwise would. You also ignore about half of their resistances to the various types of damage you inflict. In future worlds this will apply to other Boss-type monsters and opponents of similar scope.

Mental Fortress **-200**

A whole host of spells and skills can have an impact on a person's mind, to say nothing of the effects of Charisma. You are now immune to such external influences, along with negative mental effects of your own skills. That Berserk skill now just makes you stronger, but leaves you entirely capable of self-control. Any form of effect that seeks to alter your thinking or impose control on your mind now slides off like it's not even there.

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Vaccinated **-200**

It looks like you got all of your shots before you showed up because you are flat-out immune to any and all non-magical diseases and pathogens. In addition, your potent immune system is strongly resistant to even magical ailments, being half as likely to contract them, and only taking half damage or half the debuff that such conditions would normally apply.

Early Adopter **-200**

Traditionally, crawlers get their Race/Class choice when they reach the third floor. You will now have the option to take both when you enter the Dungeon. This does mean you will have fewer options to start due to fewer known accomplishments in the System. You will be able to choose again at the third based on your actions and achievements within the Dungeon itself. You will keep the bonuses from your initial choices, on top of what you choose at the third floor.

Beneath Notice **-200/-400**

In legend and in the Dungeon, attention from the divine can be a dangerous thing. Stumbling into the wrong clearing in the woods gets you transformed into a deer and hunted down by your own dogs. You have less to worry about in this area, as you are less likely to draw hostile divine attention. Unless you go out of your way to offend a deity, you will be unnoticed. In the event you do something that would otherwise offend them, the god in question is also more likely to let it slide so long as it is your first offence.

For an additional 200 this goes from being a shield against negative attention to being a magnet for positive attention. If you worship a god in the Dungeon, you pay half as much in tithing to them and earn boons in half the time it would normally take. You could even stop worshipping a given deity without worrying about a smite from them.

Magical Talent **-200/-400/-600**

To the citizens of the Syndicate, magic exists as a byproduct of enhancement zones created by the System that powers the Dungeon and their general way of life. Unbeknownst to them, magic exists outside of that (or at least it does on Earth). You now share in the same sort of magical ability present in mortal practitioners on Earth. For 200 you are a middling talent, with perhaps a singular area of expertise like Binder and his talent for summoning, qualifying as a sorcerer with a narrow focus. For 400 you are a White Council level wizard, with skill and training matching the average Warden. For 600 total you have power and skill equal to a member of the Senior Council. To explain that level, the youngest member of the Senior Council once pulled a satellite out of orbit as a weaponized meteor (and it apparently wasn't a lot of effort), and was responsible for the Tunguska event.

In this Jump, the limitations of Dresdenverse magic apply to use of this talent. This means the negative impact on nearby technology as well as being subject to the Seven Laws of Magic and their consequences. This applies only to Dresdenverse magic and only in this jump. See Notes for further details. We are told that anything beyond a middling talent destroys the

nanotech implant that is central to the System's connection, but you somehow don't have this problem.

Empowered **-400**

Various supernatural beings can grant access to power sources not available to everyone. In particular, there is hellfire and soulfire, granted by demons/fallen angels, and angels respectively. Soulfire can be tapped to increase the potency and control of creative and protective spells, as well as healing ones. Hellfire on the other hand enhances offensive magic greatly. Wielding the two is mutually exclusive. As in matter/antimatter exclusive, unless you have a perk from elsewhere for that.

Primal Potential **-400**

Most skills in the Dungeon can be trained up to 15 with enough time, effort and repetition. Some classes and races allow for skills and spells to be trained up to level 20. One race in particular-the Primal-allows for all skills and spells to be trained up to that level. You now share in this potential to train any and all skills you possess to level 20.

In other worlds this means you can train skills to supernatural levels of proficiency. To provide some context: in-story, we are told that training a Running skill up to 20 would put a person on par with the Flash in terms of speed. A level 15 skill is devastatingly powerful, and might make a City Boss wary. At level 16 the spell can be as much as four times stronger, and at level 20 its blowing holes through mountains. You gain this potential without the stat penalty that other crawlers deal with.

Raking It In **-400**

Things in the Dungeon can get expensive. No worries for you though. Any enemies you defeat will drop twice as much gold as they otherwise would, as well as double of any other loot they drop as well. In worlds with opponents that have rare loot drops, those are twice as likely to happen as well.

High Risk? High Reward **-400**

Harry Dresden and Karrin Murphy make their entrance into the Dungeon spectacularly. Before they have even gone through the tutorial, they manage to kill a Neighborhood boss. Risky, but both got achievements and good loot for it. You are now blessed in similar fashion. When you engage in behavior that holds more risk while trying to achieve your goals, you are guaranteed to receive equally high rewards. This doesn't guarantee success, but does mean that any success you have will be rewarded.

Mantled **-600**

You have been invested with a Mantle of Power. This is a massive step up from simply being empowered by someone else, it is becoming a Power in your own right (to some degree, at least). Whether you have been granted strength by one of the Fae courts, or a god, or even

somehow made your own mantle, you are a Power in your own right. For an ordinary human, this would put you on par with ancient vampires and valkyries in terms of physical might, along with a host of minor abilities suited to your nature (faster healing, enhanced senses, minor conjuration of the elements, etc). If you have magic of any kind though, this goes a step further. Your spells and workings are harder to undo or counter, and are much more powerful. The Mantle protects you from external influences like the allure of the White Court, or various forms of mind control or charm spells (or things like a Berserk debuff). As befitting a true Power in the world, you are also able to strike down others of similar position. Gods and other entities that might otherwise be invulnerable save to others of their kind, or only killed at certain times of the year, can now be harmed by you. You still have to get through their strength and protections, but the simple fact of being what they are will no longer protect them from you.

Magitech -600

We are told early on that the implant that connects a crawler to the System is basically magitech. Later we learn that Syndicate tech offloads a great deal of processing onto minor spirits summoned by ritual circles built into circuits.

Magic and technology can both accomplish great things. When combined, the sky is the limit. You now have the innate talent to combine magic and science. If you can do it with magic, you can develop a way to duplicate it with technology, and vice versa. You can make guns that fire fireballs or that summon a swarm of spiders, and wands that act like tricorders. This will not be an instant development, but you will in time be able to bridge the gap between the mystic and the mundane, and even combine them to do more than either could alone.

Clue Collector -600

One thing that guides and managers tell crawlers is that “there are always clues.” They are now as obvious to you as it is possible for them to be. When confronted with a puzzle to solve, or a boss to fight, you automatically recall anything and everything connected to it that you have learned. A hint in an item description that lets you know how to beat a certain boss? You connect the dots at the first opportunity. Things like hidden compartments and passages also stand out to you, making it a great deal easier to find hidden loot.

This boosts your general perceptiveness too. You are more likely to realize if someone is lying, or notice if you are being followed or watched. Spotting hostile intentions in others is as simple as looking at their expressions too.

If you want a reference, think Detective Mode in the Arkham games, or Eagle Vision from Assassin’s Creed.

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Companions

Import **-Free**

Bring up to eight of your companion, each get 800 to spend on perks/items. They can take individual drawbacks, but not companions of their own.

Other Crawlers **-Free/-100**

You can gladly help crawlers leave the Dungeon with you. Most of them would thank you for the privilege. For free, you can have general background crawlers as followers, or create a general background as an OC crawler. For 100 you can have any of the canonical DCC crawlers or those introduced/created in the fic.

Game Guide/Manager **-100**

The game guide you meet is guaranteed to be a decent person invested in seeing you survive the crawl. You will automatically receive the Manager benefit when picking a class/race on the 3rd floor. This person will have some crafting skill on par with Mordecai's alchemical knowledge (enchanting, alchemy, explosives, etc).

The Best Boy (Or Girl) **-100**

Like a certain Chicago wizard, you have been chosen to be the companion of a Foo Dog. If you don't know what that is, they're massive fluffy doggos with at least human level intelligence that are also vaguely angelic (Mouse, the one example we see in series gets called "little brother" by an archangel, and "Guardian" by a faerie Queen, both spoken with respect). Think the protective instincts of a German Shepherd/Belgian Malinois crossed with the laidback enthusiasm of a Golden Retriever, a natural lifespan in the centuries, all at a size that puts Mouse roughly waist height on Harry Dresden–who is canonically 6'9". Will be able to learn skills, take a Class upon reaching the 3rd floor. You can roughly determine their personality, but they do have free will.

Significant Other **-100**

This can be a local you meet or someone that you bring with you, but you can import your spouse or true love to join you in the crawl. They receive a full 1000 to spend unlike other companions, and can take drawbacks. They will import in any future world without taking up a companion slot, and will receive 800 in future worlds automatically..

Spirit of Intellect **-100**

Like Harry with Bob, and now Harry with his spirit daughter (grew up in his brain like Athena, born out of the sacrifice of the shadow of a Fallen…it's a whole thing) you are now the proud partner of a spirit of intellect. This spirit holds vast knowledge about magical theory in this and future worlds. Might be able to infiltrate Dungeon systems and other advanced technology.

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Very smart, but not the best on right and wrong. You will be able to name them and generally describe their personality.

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Items

Same as perks, two discounts per price tier up to 400. Just one discounted 600.

Bronze Adventurer Box **-100**

This box will be awarded to you daily within the Dungeon, and weekly outside of it. It will contain 5 Mana Potions, 5 Health Potions, and 10 crawler biscuits (a single biscuit will meet a person's nutritional requirements for a day, though the taste leaves much to be desired) and 100 gold. You'll also get a recipe for the biscuits, and might be able to make them taste better in the future. Gold will continue being delivered in the future, or its equivalent in local currency.

Minor Skill Potion **-100**

This potion will give one level to a random skill or spell you have within the Dungeon. You will receive a new one monthly. After this jump the potion gives you about a year's worth of experience/training in the skill, and you will be able to choose what skill it affects. This can be purchased multiple times, with additional purchases being discounted by half. They can be stored up for future use, and can be used by others.

Income **-100**

Once in the Dungeon, you will receive 1000 gold coins per day (Syndicate days are roughly 30 hours). This may seem like a lot, but things in the Dungeon happen fast and costs add up. In future worlds you get the rough equivalent of $1000 per week. Additional purchases add the same amount to what you receive, and purchases after the second are discounted by half.

Crafting Table **-100**

Crafting tables are Dungeon-generated tables that allow the "users to manipulate specific properties of items on that table." As a few examples, there is an Alchemy Table, Armorer Workshop, Engineer's Table and many more. Each table is also upgraded every time you move down a floor. Purchasing this will give you any known canon table or any reasonable fanwank (there's probably one for Enchanting, we just haven't seen one. Fanwank responsibly).

You will get your table in your inventory on the 1st floor, and it will upgrade each time you descend. Each level of the table will increase the strength of crafted items by 10%, while reaching level 9 will cut material requirements in half. You can purchase this multiple times, either to get additional tables or upgrade one you already have. Purchases after the 2nd are discounted by half rather than free. Purchased tables will upgrade all the way down to the 18th floor, and will have commensurate bonuses in future worlds.

Pathfinder Skill Potion **-100**

Pathfinder is a skill that "basically opens up the map in a very wide area" This makes it easier to find things like stairwells, shops and safe rooms. You are guaranteed to receive a skill

potion for Pathfinder in your first set of boxes when you reach a tutorial guild. As a bonus, your skill will train slightly faster than it otherwise would.

Mana Toast **-200**

This plate holds 10 pieces of toast ready to eat, but a given person can only remove a single piece per day, with the plate refilling daily. Each piece will completely refill a person's mana upon consumption, no matter the size of their mana pool.

Gold Adventurer Box **-200**

Same as the Bronze Box but better! This will provide a daily Silver Box in the Dungeon and weekly outside of it. It will provide 10 mana potions, 10 health potions, and 20 crawler biscuits, along with 1,000 gold. This stacks with the Bronze Box. Gold will continue being delivered in the future, or its equivalent in local currency.

Personal Space Coupon **-200**

This is a coupon for a Tier 3 personal space in the Dungeon, which will be accessible starting at the 4th floor. Personal spaces are attached to safe rooms in the Dungeon, and allow crawlers to have their own customized area, including spots for crafting tables, and options for environmental or functional upgrades like a shower that adds 10% to base stats or a bed that fulfills a person's daily need for rest in one minute. Upon reaching the 4th floor you will immediately have access to this space, and post-jump it will attach to your warehouse or meld with any residence you have (your choice).

Tunneling Device **-200**

This is a receiver for all Syndicate broadcasts (basically galactic cable combined with social media). You can use this to watch any program or show available. During the crawl you'll see and hear what the wider audience does, not the censored version that crawlers see. In future worlds this includes access to all publicly known broadcasts (TV/radio/podcasts, yes even the premium channels and subscription only ones).

Platinum Adventurer Box **-400**

The same as the Bronze and Gold Boxes but better again! This will provide 20 each of mana and health potions, 5,000 gold, and a mix of minor alchemy ingredients or crafting resources. Daily in the dungeon, and weekly outside of it. Stacks with Bronze and Silver Boxes. Gold will continue being delivered in the future, or its equivalent in local currency.

Tome of the Floor Club **-400**

Just like a certain feline crawler, you will receive a new spellbook on each floor of the dungeon. After this world, you get a new spellbook monthly, and will include spells from other magic systems that you are able to use. The spell will never be completely useless.

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Night Wyrm's Ring of Divine Suffering -400/-600

There are usually at least a few of these floating around during the crawl, and are highly sought out by the Hunters (alien tourists on the 6th floor, hunting crawlers for sport). It offers +5% to all stats and grants access to the Marked for Death skill. The skill allows the user to mark a given target who must be at 100% health to be marked. Once a target has been marked the user is unable to heal until that target is dead. Upon the marked target's death, the user gains +1 stat point from the target's highest stat. Every three kills increases the stat gain by another +1. On most Dungeon floors it is only useful against fellow crawlers, but on floors 3,6,9,12,15 and 18 it can be used against non-Dungeon generated combatants (various alien tourists/hunters/their armies). Skill has a 5-hour cooldown on floors 1-5, 7 and 8, and no cooldown on the 6th. A 15 minute cooldown on the ninth floor, but the user can target as many individuals as they are able to see at once. No cooldown on later floors. Does not work against Dungeon-generated mobs.

Your copy of the ring doesn't cause any mental deterioration or problems like that. The ring itself is only useful in worlds with measurable stats and stat points. There is no cooldown in future worlds, but you will only be able to target and mark a single person at once.

For an extra 200, your ring doesn't have the downside of leaving you unable to heal after marking someone.

Legendary Adventurer Box -600

Just a step below the fabled Celestial Box, this is the perfect the new crawler trying to survive. Granting you 100,000 gold, 50 each of mana and health potions, and a mix of good alchemy/crafting ingredients if you have any skills related to either. Daily in the dungeon, and weekly outside of it. Stacks with Bronze, Gold, and Platinum Boxes. Gold will continue being delivered in the future, or its equivalent in local currency.

This will also provide loot of an appropriate type for you and members of your party once per floor in the Dungeon, or monthly afterwards. These are major magical items, game changers on early floors and still effective later on. Examples of Legendary-level loot in the notes.

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Drawbacks

Galactic Embarrassment +100/+200

Just as the AI and showrunners poke at the weaknesses and flaws in other crawlers, so too will they find a way to do the same to you. Maybe it's your prudishness, or your outfit, or something else you find mildly annoying. For double points this is something that actually bothers you seriously, and will be pushed at hard by everything from item descriptions to achievement titles.

Amputee +100/+200

You are guaranteed to lose a limb on the first floor of the Dungeon. You won't get to choose which one. For double points you will lose a second on the second floor. You won't get to pick that one either. No outside resources will replace these lost limbs. They must be replaced or restored by in-Universe means.

Brigade Battles +200

Much like Dresden and his team will, at some point on the first floor you are bound to run into a group of…less than pleasant individuals. Dresden ran into a group of Illinois Nazis calling themselves the Freikorp Brigade, at least one of which had items that showed a connection to a certain group of fallen angels. Whatever group you encounter will be as revolting to you as the Brigade was to Harry and company, but also similarly equipped and armed. How you respond to them is up to you, but if not dealt with they will continue to bring problems and trouble through the crawl.

Berserker Button +200

You are affected by an unknown curse or debuff that puts you at risk of berserking rage. If you lose control of your anger, you will also lose the ability to tell friend from foe. You are not guaranteed to lose yourself, but it is far more likely. Perks for willpower and self-control will help mitigate this, but not completely.

Warehouse/Item Lockout +300

You are unable to use any items not native to this jump, and lose access to your Warehouse/Personal Reality. Still have your perks though.

Power/Perk Lockout +300

You are stripped down to your Body-Mod and lose access to outside perks and powers. Unless you take both Lockouts, you retain access to your items.

Canon Welded - 9th Floor +400

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You are bound to participate in certain canon events. The crawlers must have a faction of their own in Faction Wars and you must participate. So make sure you don't change things so much that the crawler faction doesn't happen.

Caliban's Contempt +300/+600

The System AI just doesn't like you. Maybe you mouthed off one too many times, maybe it just doesn't like the cut of your jib. Either way don't expect anything amazing from Dungeon loot boxes, and expect to find yourself in any number of embarrassing/humiliating circumstances that the AI and viewers will find entertaining. For an additional 300 the AI outright hates you, and the showrunners are at least passively trying to get you killed.

B-B-Boss Battle, Bitch! +400/+600

You must defeat at least one of every level of Boss available on every floor of the Dungeon you pass through. The first three floors only contain Neighborhood, Borough, and City Bosses. Defeat of a City Boss on the first floor is extremely rare, by the way. Province Bosses appear starting on the fourth floor, while Country Bosses start appearing on the sixth, and Floor Bosses start appearing on the tenth. On the bright side, you'll be getting lots of loot and achievements!

For an additional 200, you must defeat at least one Neighborhood boss solo every floor as well.

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Scenarios:

Scenarios are additional challenges you may choose to complete while in this world. Failure to complete will not fail the jump, just keep you from the prizes.

Pacifist Run

Goal:

Guide at least 20 people to the 3rd floor. Sounds easy, right? Wrong. The 20 people in question are all geriatric and wheelchair-bound, or need heavy use of a cane or walker to get around. You have to get all of them to the 3rd floor where they can choose a new race and a class, which will relieve them of the infirmities of age. They can be random people from this Earth or can be a group of followers you have with you aged up appropriately. They will not be able to meaningfully participate in their own defence for the entirety of the first two floors.

Reward:

All of your efforts in protecting others will be more effective. When you stand between others and harm, your magic will be stronger and cost less. Your weapons will strike harder and your endurance will be greater. You will also find it easier to stay out of conflict when you make the effort to do so.

PK Skull

Goal:

You must earn at least one player-killer skull before descending to the third floor. Depending on where you are, this won't be very hard, but you still have to put some effort in. As shown in story, there are definitely some crawlers that nobody is going to miss.

Reward:

You get your very own **Night Wyrm's Ring of Divine Suffering** to keep! If you paid for one, the points are refunded. Yours also doesn't have the problem of rendering you unable to heal yourself after you have marked someone.

Conclusion: Your stay in this world is finished. The burden of your drawbacks is lifted, and you have a choice:

Stay Here
Go Home
Move On

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Notes

The Seven Laws of Magic are rules in the Dresdenverse that apply to any mortal magic user. Usage of magic here involves one's own self-image and mentality, so if you use magic to do something, you are in a way defining yourself as someone who does that. They seem to be fundamental things, but are codified by the White Council (the general governing group of mortal magical practitioners) as:

Thou shalt not kill.	(No killing, even self-defence)
Thou shalt not transform another.	(No turning people into toads)
Thou shalt not invade the mind of another.	(Respect mental privacy)
Thou shalt not enthrall another.	(Consent is good, slavery is bad)
Thou shalt not reach beyond the borders of life.	(Necromancy is bad)
Thou shalt not swim against the currents of time.	(Time travel is a no-go)
Thou shalt not open the Outer Gates	(Things outside reality should stay there)

Breaking any of the laws can and will twist the mind of the mortal. Black magic is bad, and gets you a short trial and swift execution. There is, in fact, an entire group within the White Council dedicated to hunting down and using their nice magical swords on magic users gone bad. They're the ones doing the executing. That execution might be a bit delayed due to certain circumstances, but black magic messes up your mind anyway, so maybe don't? Barring very particular outside influences, they have a zero tolerance policy for understandable reasons.

As a side note, the Laws only apply to mortal magic, used against mortals. Roasting vampires is acceptable any day of the week. Knocking a random guy off a building with a gust of wind-not so much. Raising human zombies is VERY BAD. A zombie T-Rex on the other hand is likely to earn some respect. The Laws also don't seem to apply to magic sourced from the Dungeon. So spam that Magic Missile all you want.

Spells in the Dungeon can run the gamut from broadly useful to hyperspecific. Everything from teleporting an entire town to a particular destination to one that gathers a group of people up into a giant flesh-ball, to everyday fireballs. Skills can be just as diverse, from things like bomb-handling to knife-wielding, to sprinting. Fanwank responsibly.

Known Crafting tables include:

- Alchemy Table
- Armorer Workshop
- Bolt-Thrower's Workshop
- Engineer's Table
- Metal Working Table
- Automaton Table
- Sapper's Table
- Tinker's Table