



Before you get your hopes up, no, I'm not about to make you my apprentice. I do, however, have an offer you may be interested in. You see, an associate of mine was tasked by the powers that be to take a boring old existing world and renovate it into something more fantastic. He's going with a traditional fantasy theme. Anyhow, the world as-it-is does not have any people in it. It was just a lifeless wasteland when he found it. That's where you come in. I told him that I'd help him find some souls to populate it. I mean "souls" literally -- you'll be given a new body. Now, I already signed you up, no need to thank me for that, so you'll be teleported there in just a moment.

[THIS IS DIMELURK, A LOCAL WIZARD.]  
 [YOU ARE ONE OF THE FEW THAT KNOWS OF HIS POWERS.]  
 [HE REFUSES TO TEACH YOU MAGIC OR DO YOU MAGICAL FAVORS.]  
 [BUT MORE IMPORTANTLY...]  
 [YOU ARE NOW BEING TELEPORTED TO A NEW WORLD.]  
 [IN THIS WORLD, YOU COULD BE AN ADVENTURER OR A GREAT]

# Dungeon-meister

v2

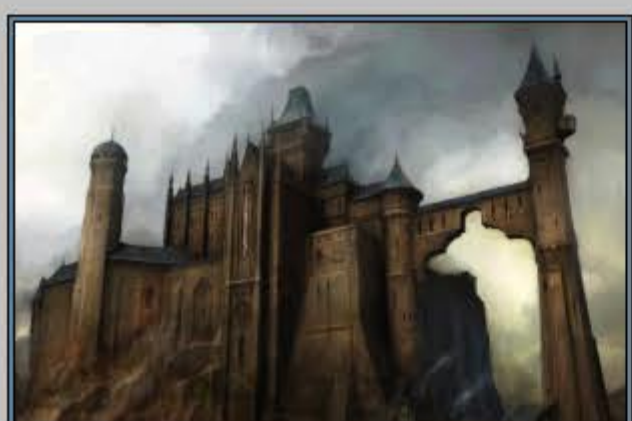
[YOU CAN HEAR DIMELURK'S VOICE AS YOU ARE BEING TELEPORTED.]  
 [HE WILL GUIDE YOU THROUGH UPCOMING DECISIONS.]

Can you hear me? Yes? Good, then this thing's working. Now then, the first thing to consider is whether you want to be a dungeon-meister or one of the adventurers that challenge the dungeons managed by the dungeon-meisters. But I suppose I should give you a little more detail first, huh. Alright, so from what I was told, dungeon-meisters are immortal. They can be killed, but they'll revive soon enough. At the deepest part of a dungeon, there is a fountain of power. These harmlessly collect natural and magical energy from the nearby lands. Because of the proximity effect, it is rare for two dungeons to be very close together, because then the fountains of power would be harvesting from the same land. Anyhow, the dungeon-meisters are fuelled by their fountain of power. Adventurers try to get to the end of the dungeon to drink from the fountain, gaining energy and becoming more powerful. When they do this, however, the dungeon-meisters are weakened. But they can never be weakened beyond the power level they'll have when they first arrive. Also, their fountain of power does collect energy constantly, so the dungeon-meisters become more powerful over time with no effort required. Furthermore, the fountains... dungeons are automatically filled with loot... minions... defeat consequen.....



[YOU FALL ASLEEP FOR A WHILE DURING THE EXPLANATION.]

And in conclusion, dungeon-meisters should make sure that their dungeons are comfortable to live in. Did you get all that? Well, I'll remind you of some of the more specific details when you make your decision. So, what'll it be?



Dungeon-meister

Adventurer

# Dungeon-meister

## Race

Once again, dungeon-meisters are tasked with protecting their fountains of power. They grow more powerful as time goes by without any adventurers drinking from it. They can design their dungeons however they want, but they have to live there, so it can be a good idea to throw in a bedroom or something. I don't know if I mentioned this earlier, but dungeon-meisters must create a consequence tablet. This is placed at the entrance for all to see. It sets the mood of the dungeon. Adventurers can't be killed in a dungeon, but can be KO'd. If an adventurer is KO'd with no party members nearby, they will suffer from whatever is written on the consequence tablet (as long as it is within the dungeon-meister's power). If "All adventurers will die when KO'd" is written, but the dungeon-meister has befriended one, they cannot withhold the consequence. Conditional consequences can be written, too (such as "All clerics will be looted and set free, but all others will be killed") If an adventurer doesn't enter the dungeon of their free will, they are exempt from the consequences.

Dungeon-meisters need not worry about their own deaths, as they will infallibly be resurrected at their fountain of power.



The fountain of power accumulates a mystical energy called XP. The XP in the fountain will boost the dungeon-meister's stats (this stacks with their racial stats and can go beyond 6). Also, XP allows their dungeon to grow, essentially giving them additional DMP that must be spent on adding space, rooms, traps, or additional wraiths.

As I mentioned before, dungeon-meisters can only be a certain few mythical races. Please select one from the list.



Race determines appearance and base stats. Some races may also have special abilities or other effects detailed under them. Each race is a master of one type of magic. Magical mastery means they get that magic for free from the Magic page. Also, when using their mastered field of magic, their effectiveness is equivalent to all 6 blocks being filled in the magic stat, regardless of the actual value there.

These are base stats. The red is attack power. The green is speed. The yellow is defense / vitality. The blue is magical aptitude. Regardless of your choice of race, you may spend 3 DMP to gain another block. You can make this purchase as many times as you can afford.



### MINOTAUR



MINOTAURS ARE MASTERS OF THE MAZE. ALTHOUGH ANY RACE CAN SHIFT THE WALLS AND REDESIGN THEIR DUNGEON WHEN THERE ARE NO ADVENTURERS INSIDE, MINOTAURS CAN DO SUCH EVEN WHEN THERE ARE ADVENTURERS INSIDE. THEY CAN ALSO TELEPORT TO ANY PART OF THEIR DUNGEON WHILE THEY ARE NOT BEING OBSERVED.

MAGIC MASTERY: SPACE



### NAGA



DESPITE NOT ACTUALLY BEING GORGONS, THE NAGA HAVE LEARNED TO TURN OTHERS TO STONE WITH JUST A STARE. THE MOMENT THAT EYE CONTACT IS BROKEN, HOWEVER, THE TARGET IS RESTORED. THE NAGA CAN DISABLE THIS POWER AT WILL. THEIR FOES CAN ALSO JUST LOOK AWAY TO AVOID THE EFFECTS. THEIR TAILS ARE ALSO VERY STRONG AND GOOD AT CONSTRICTING FOES.

MAGIC MASTERY: MIND WARPING



### DEMON



DEMONS ARE BASICALLY JUST LIKE HUMANS EXCEPT THEY HAVE HORNS, A POINTED TAIL, AND SMALL WINGS. THOSE THAT GAIN ENOUGH POWER WILL BE ABLE TO FLY WITH THEIR WINGS, BUT THAT GOAL IS FAR OFF. DEMONS HAVE EXCELLENT CHARISMA. THEIR MAGIC MASTERY ALLOWS THEM TO BLEND IN WITH HUMAN CROWDS COMPLETELY UNNOTICED.

MAGIC MASTERY: LAW



### ARACHNE



ARACHNE ARE PRETTY AGILE DUE TO ALL THOSE LEGS. THEY CAN WALK UP WALLS AND SPIN WEBS AND DO WHATEVER A SPIDER CAN.

MAGIC MASTERY: POISON



### FIRE GOLEM



FIRE GOLEMS ARE BY FAR THE WORST OF ALL RACES AT LIVING NORMAL LIFE. THEY BURN PRETTY MUCH EVERYTHING THEY TOUCH AND THEIR FINGERS ARE TOO LARGE TO PUSH BUTTONS OR BE DELICATE. THEY ARE, HOWEVER, EXTREMELY DURABLE AND STRONG.

MAGIC MASTERY: FIRE



### SKELETON



AS SPOOKY AND SCARY AS THEY ARE, SKELETONS ARE ACTUALLY A PRETTY GENTLE AND INTELLECTUAL RACE. SKELETONS HAVE THE UNIQUE ABILITY TO PAUSE TIME FOR UP TO 5 SECONDS AT A TIME (WITH A 45 SECOND COOLDOWN STARTING WHEN THEY UNFREEZE TIME).

MAGIC MASTERY: NECROMANCY



### SLIME



COME IN ALL SHAPES AND COLORS FROM GREEN GELATINOUS CUBE TO BLUE BLOB TO PURPLE SLIMEGIRL. WHILE MOST OF THEIR STATS AREN'T GOOD, THEY ARE INDESTRUCTIBLE. ATTACKS MERELY KNOCK THEM BACK OR FORCE THEM TO REGROUP. THEY HAVE EXCELLENT GRIP. THEY CAN ALSO USE THEIR MAGIC MASTERY INFINITELY, FREE OF MANA COST. ALSO, THEIR MAGIC MASTERY COUNTS AS UNARMED ATTACKING.

MAGIC MASTERY: DISSOLVE



### GOBLIN



A GOBLIN MAY SOUND LIKE A WEAK CREATURE, YES. BUT WHAT ABOUT A GOBLIN KING? THEY GET GOBLIN MINIONS FOR FREE. THEY CAN ALSO GENERATE THE BACKGROUND MUSIC REQUIRED FOR DANCE MAGIC AUTOMATICALLY.

MAGIC MASTERY: DANCE



### ADVENTURER RACE



YOU MAY SELECT A RACE FROM THE ADVENTURER PAGE.

THIS OPTION COSTS 5 DMP.

IF YOU SELECT THE FAIRY RACE, GAIN 1 FREE ELITE MINION OF ANY TYPE (EVEN TYPES YOU DON'T HAVE UNLOCKED) TO HELP YOU DEFEND YOUR FOUNTAIN.

IF YOU SELECT HUMAN, GAIN 3 DMP INSTEAD OF AP.

You are not restricted to a certain gender based on your choice of race (but some races like Fire Golem are genderless).

# Dungeon-meister

## Dungeon

Remember to make your dungeon into a good home.

You are only allowed to leave for 1 hour for every 10 hours you stay inside. This time will accumulate with no limit. If you run out of free time while outside of it, you will be teleported back.

### «Manual Organization»

This is the fun, complex method.

The various dungeon rooms are shaped as a series of connected squares. With manual organization, you can rotate and place these however you like within a pre-made grid that you will select. You can place walls and doors however you want. You can, for example, group several corridors together to make one larger chamber.

Now it is time to design your dungeon.

There are two ways to do this part. The first method is a little bit harder to do, but will be a lot more fun. The second method is simpler and easier to illustrate, but also boring.

### «Automatic Organization»

This is the easy, boring method.

All rooms have a size of equal to the number of connected squares. Your dungeon also has a maximum size. As long as the total size of all your rooms isn't greater than your maximum dungeon size, your rooms will automatically be started out in some convenient way.

DMP: 0



### CORRIDOR

A BASIC CONNECTING ROOM. CAN BE A HALLWAY OR A SIZABLE ROOM. IF SEVERAL ARE JOINED TOGETHER, IT CAN MAKE A LONG TWISTING TUNNEL OR A LARGE GRAND HALL.

DMP: 0



### FOUNTAIN OF POWER

YOU HAVE TO PLACE THIS SOMEWHERE. TRY TO PUT IT AT THE END OF YOUR DUNGEON, IN SOME WELL-DEFENDED SPOT. YOU ONLY GET ONE.

DMP: 0



### ENTRANCE

YOU HAVE TO PLACE THIS SOMEWHERE. TRY TO PUT IT SOMEWHERE FAR FROM YOUR FOUNTAIN OF POWER.

YOU CAN HAVE MULTIPLE IF YOU REALLY WANT TO...

DMP: 1



### DUNGEON-MEISTER LIVING QUARTERS

YOU'LL NEED SOMEWHERE COMFY TO REST, RIGHT? CONNECTING SEVERAL OF THESE TOGETHER WILL INCREASE NOT ONLY THE SIZE OF THE BEDROOM, BUT THE QUALITY OF IT AND THE LUXURIES WITHIN.

DMP: 1



### LOCKED DOOR

YOU AND YOUR MINIONS MAY PASS THROUGH HERE UNHINDERED, BUT ADVENTURERS WILL NEED TO FIND SOME SORT OF KEY FIRST. YOU CAN PUT THE KEY ANYWHERE IN YOUR DUNGEON SO LONG AS IT IS POSSIBLE FOR THE ADVENTURERS TO OBTAIN IT AND IS IN A CONSPICUOUS LOCATION.

DMP: 3



### PORTAL

ONLY DUNGEON-MEISTERS CAN USE IT. IT CAN TAKE YOU TO A VARIETY OF MAJOR WORLD LOCATIONS AS WELL AS THE DUNGEON OF ANY WILLING DUNGEON-MEISTER WITH A PORTAL. YOU'LL "BE ON THEIR TEAM" WHEN IN SOMEONE ELSE'S DUNGEON. VISITING ANOTHER DUNGEON STILL USES YOUR OUTDOORS TIME.

DMP: 1



### PER 4 ROOMS ROUND UP LAKE

THIS ROOM IS NOTHING BUT WATER. YOU CAN ADD A SHORELINE, ISLANDS, OR PATHWAYS THROUGH IT. THE WATER MAY BE REPLACED WITH OTHER RELATIVELY HARMLESS LIQUIDS YOU HAVE AT YOUR DISPOSAL. CONNECTING SEVERAL OF THESE ROOMS TOGETHER CAN INCREASE THE SIZE OF THE LAKE.

DMP: 1



### DEATH PIT

WHETHER FULL OF FIRE, SPIKES, OR A SEEMINGLY BOTTOMLESS PIT, WHATEVER FALLS INTO THE PIT IS SURE TO SUFFER. JUST TRY TO MAKE SURE IT IS THE ADVENTURERS FALLING IN AND NOT YOU OR YOUR MINIONS. YOU CAN ADD BRIDGES AND PATHS AS YOU SEE FIT. CONNECTING SEVERAL OF THESE ROOMS TOGETHER INCREASE THE SIZE OF THE PIT.

DMP: 1



### PRIVATE DOOR

ONLY YOU, YOUR MINIONS, AND OTHER INVITED GUESTS MAY ENTER THIS ROOM. IT IS USEFUL TO ISOLATE YOUR BEDROOM AND BARRACKS AND SUCH FROM ADVENTURERS THAT BREAK EVERYTHING THEY CAN FIND. ALSO USEFUL FOR PRIVATE SHORTCUTS. ADVENTURERS MUST BE ABLE TO REACH YOUR FOUNTAIN OF POWER, SO THERE MUST BE A PATH FROM THE ENTRANCE TO THE FOUNTAIN THAT DOES NOT GO THROUGH ONE OF THESE DOORS.

DMP: 1



### BARRACKS

THIS ROOM GRANTS YOU ONE SQUAD OF MINIONS. OF COURSE, YOU STILL HAVE TO HAVE THAT TYPE OF MINION UNLOCKED IN ORDER TO GET A SQUAD OF THEM. YOU CANNOT HAVE MIXED SQUADS OF MINIONS, SO IF YOU WANT MINIONS OF TWO TYPES, YOU'LL NEED TWO BARRACKS. THERE IS NO BENEFIT AND NO DRAWBACK FOR HAVING SEVERAL OF THESE ROOMS CONNECTED TO EACH OTHER. THEY CAN BE FUSED INTO A SINGLE, LARGER ROOM IF YOU WANT, BUT THERE'S NO REAL BENEFIT TO THAT.

DMP: 1



### KITCHEN

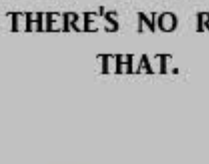
YOUR FIRST KITCHEN WILL SUPPLY ENOUGH FOOD FOR YOU AND ONE SQUAD OF MINIONS. ALL SUBSEQUENT KITCHENS WILL JUST SUPPLY ONE SQUAD OF MINIONS EACH. ALTHOUGH MERELY CALLED A KITCHEN, THIS ROOM ALSO PRODUCES DRINKS, TOILETRIES, AND OTHER ESSENTIALS FOR COMFORTABLE LIVING.

DMP: 1



### REC ROOM

THIS IS A CHAMBER FOR YOU AND YOUR MINIONS TO RELAX AND UNWIND WHEN THERE ARE NO ADVENTURERS. HAVING THESE WILL MAKE YOUR MINIONS LIKE YOU MORE AND IMPROVE THEIR MORALE. CONNECTING MULTIPLE OF THESE TOGETHER WILL BE SLIGHTLY MORE EFFECTIVE THAN HAVING SEVERAL OF THEM SEPARATED FORM EACH OTHER. CAN FEATURE BARS, SPORTING ARENAS, GAMING ENVIRONMENTS, MUSIC, AND DANCERS, AMONG OTHER THINGS.



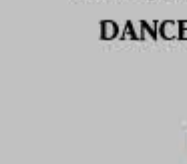
### SHOP

THIS SHOP WILL SELL USEFUL GOODS TO THE ADVENTURERS IN YOUR DUNGEON. THE SHOP WILL BE MANNED BY PIXIE MERCHANTS. IF AN ADVENTURER TRIES TO ROB ONE, THEN THEY'LL BE INSTANTLY KO'D. THE SHOP WILL HAVE GOOD, FAIR DEALS AND WILL NEVER LIE TO THE CUSTOMERS. DUE TO THE CONVENIENT LOCATION, THE PRICES WILL BE HIGH. ALL PROFITS GO TO YOU (THOUGH YOU DON'T HAVE MUCH OF A USE FOR MONEY. DUNGEONS GENERATE ALL SORTS OF LOOT ON THEIR OWN, REMEMBER?). THIS DOESN'T SOUND THAT USEFUL, BUT YOU CAN SET UNIQUE PRICES SUCH AS "THIS ENCHANTED BATTLEAXE IS FREE, BUT ONLY IF YOU SLAY ONE OF YOUR TEAMMATES." OR "THIS SCROLL OF ESCAPE DUNGEON WILL COST ALL OF YOUR CURRENT EQUIPMENT." THE ADVENTURERS ARE FREE TO REFUSE THESE OFFERS.



### TEASURE ROOM

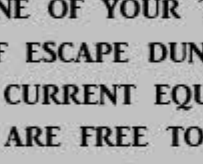
A SIGNIFICANT PORTION OF THE LOOT GENERATED IN YOUR DUNGEON WILL SHOW UP HERE. NORMALLY, YOU CAN'T CONTROL WHERE LOOT WILL SHOW UP, BUT THIS ROOM IS GUARANTEED TO BE LUCRATIVE. THIS CAN BE USEFUL TO MAKE ANOTHER POINT OF INTEREST FAR AWAY FROM YOUR FOUNTAIN OF POWER. IT CAN ALSO BE GOOD BAIT FOR A TRAP. IF WORD GETS OUT ABOUT GREAT TREASURES, HOWEVER, IT MAY ATTRACT MORE ADVENTURERS. TRAPS HERE ARE MORE LIKELY TO BE TRIGGERED AND HARDER TO EVADE (UNLESS THERE IS A THIEF IN THE ADVENTURER PARTY)



### ARENA

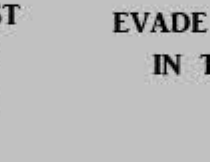
YOU AREN'T ALLOWED TO TRAP ADVENTURERS INSIDE OF MOST ROOMS, BUT THE ARENA IS AN EXCEPTION. SO LONG AS THE ADVENTURERS HAVE AT LEAST ONE DEFEATABLE FOE IN THE ARENA WITH THEM, YOU CAN LOCK THEM IN, MAKING THEM UNABLE TO FLEE. ALTERNATIVELY, YOU CAN MAKE AN ARENA THAT DOESN'T REQUIRE ANYONE INSIDE TO FIGHT THE ADVENTURERS, BUT THIS KIND MUST CONTAIN A RELEASE SWITCH IN IT SOMEWHERE. AN ARENA CAN ONLY BE LOCKED ONCE PER ADVENTURER VISIT TO YOUR DUNGEON.

DMP: 2



### FORGE

THIS ROOM NOT ONLY CONSTRUCTS AND REPAIRS ANY EQUIPMENT USED BY YOU AND YOUR MINIONS, BUT IT ALSO CONTRIBUTES TO THE UPKEEP AND REPAIR OF YOUR ENTIRE DUNGEON. THIS IS VITAL FOR GETTING YOUR TRAPS RESET.



### LIBRARY

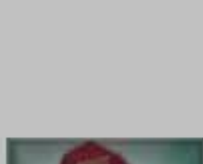
THIS ROOM ALLOWS YOUR MINIONS TO LEARN MAGIC. THEY CAN ONLY LEARN TYPES OF MAGIC THAT YOU ARE CAPABLE OF DOING. THE MAGIC OF MINIONS IS MUCH WEAKER THAN YOUR OWN, THOUGH. THIS ROOM ALSO CONTAINS A LOT OF RECREATIONAL READING MATERIAL.



### COURTYARD

THIS ROOM HAS FRESH AIR AND SUNSHINE, WHICH IS REALLY NICE CONSIDERING HOW RARELY YOU ARE ALLOWED TO LEAVE YOUR DUNGEON. PERHAPS YOU COULD START A GARDEN OR SOMETHING HERE.

DMP: 5



### REINCARNATION CRYSTAL

YOUR FOUNTAIN OF POWER WILL ALWAYS SUPPLY YOU WITH A FRESH STOCK OF MINIONS AS LONG AS YOU HAVE ENOUGH BARRACKS FOR THEM. HOWEVER, IT DOES THIS BY GENERATING NEW ONES, NOT BY REVIVING OLD ONES. MINIONS ARE MORE THAN SERVANTS, THEY ARE FRIENDS AND FAMILY. THIS CRYSTAL WILL CATCH THE SOULS OF YOUR SLAIN MINIONS SO THAT THEY MAY BE REVIVED WITH THEIR PERSONALITIES AND MEMORIES IN TACT. THERE IS NO BENEFIT TO HAVING MORE THAN ONE OF THESE.

DMP: 3



### POWER BACKUP

FOR EACH OF THESE ROOMS IN YOUR DUNGEON, THE AMOUNT OF POWER LOST WHEN AN ADVENTURER DRINKS FROM YOUR FOUNTAIN OF POWER IS REDUCED BY HALF. HAVING AN UNFRUITFUL FOUNTAIN MAY ALSO PERSUADE ADVENTURERS TO GO SOMEWHERE ELSE INSTEAD.



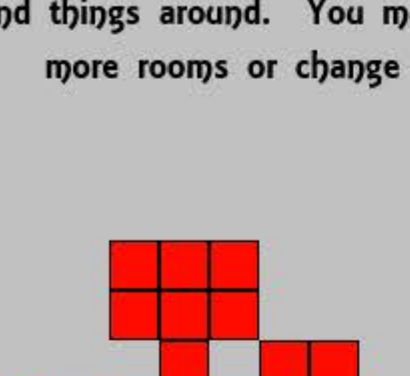
### ILLUSION CHAMBER

WHenever any unauthorized person enters this room, they will be thrown into an illusion world. This also makes their memories of adventure feel like a dream. If they realize that this world is nothing but an illusion, they will be freed. You can customize your illusion room to show any number of illusions. You can have it show sweet dreams, horrific ones, erotic ones, or mundane ones that make them feel like they're back on earth doing normal earth things.

Now that you've seen all the rooms you can add, you must pick a dungeon layout. If using manual organization for extra fun, you must make sure that all of the rooms actually fit together properly. If you are using automatic organization, you simply need to make sure that you don't go over the space limit. Different layout have different bonus effects.

You can always redesign your dungeon when there are no adventurers inside. When you are redesigning it, all you may do is move rooms and things around. You may not buy any more rooms or change the layout.

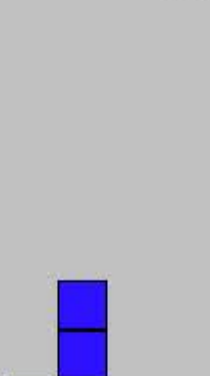
If the entrance is not connected to an outer wall of your dungeon, that doesn't mean adventurers cannot enter. They simply enter from above or below, instead.



28 SPACE

### CLASSIC

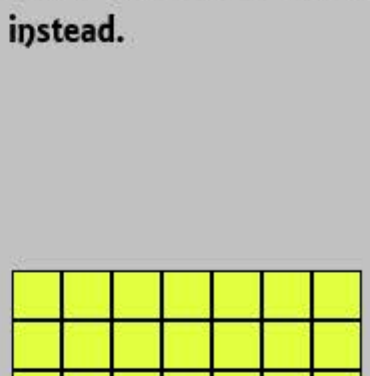
VARIOUS, ALWAYS NEW, ALWAYS FRESH PUZZLES ARE PLACED INTO YOUR DUNGEON. YOU AND YOUR MINIONS CAN BYPASS THEM, BUT ADVENTURERS WILL HAVE TO SOLVE THEM TO PROCEED.



9 SPACE

### MINIMALIST

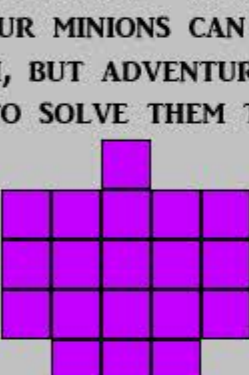
YOU GAIN 10 DMP.



49 SPACE

### SQUARE

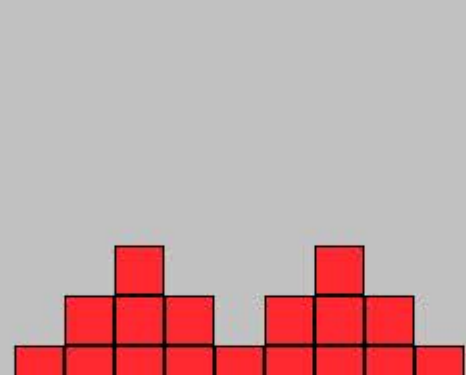
NO SPECIAL EFFECT.



28 SPACE

### TORNADO

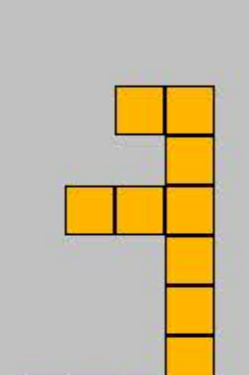
IF ADVENTURERS STAY IN THE SAME ROOM FOR MORE THAN 30 MINUTES, THEN A WIND STORM WILL APPEAR AND SEND ALL PARTY MEMBERS IN THAT ROOM TO DIFFERENT ROOMS IN THE DUNGEON.



33 SPACE

### HEART

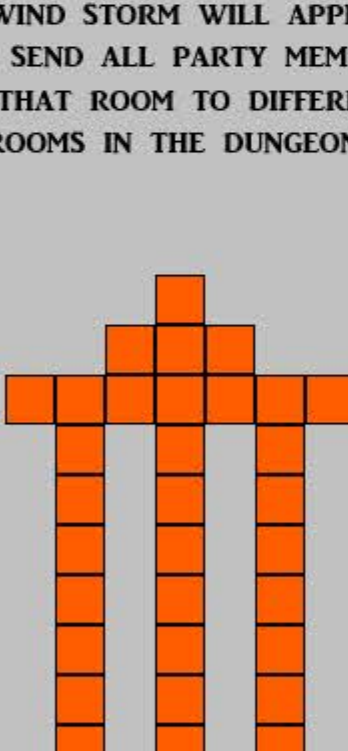
YOU MAY NOT HAVE FATAL CONSEQUENCES ON YOUR CONSEQUENCE TABLET, BUT ADVENTURERS WILL FIND YOU MUCH MORE FRIENDLY. IN FACT, SOME MAY BE SATISFIED WITH REGULAR LOOT AND NOT DO YOU THE HARM OF DRINKING FROM YOUR FOUNTAIN OF POWER.



26 SPACE

### KEY

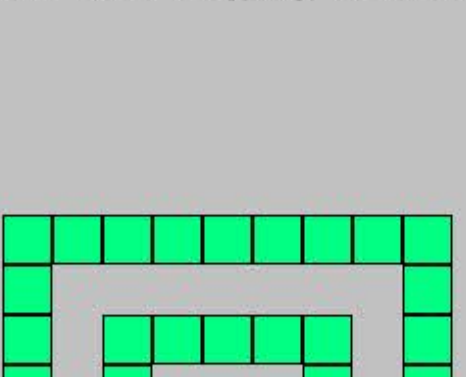
INSTEAD OF GETTING TO LEAVE YOUR DUNGEON FOR 1 HOUR OUT OF EVERY 10 INSIDE, YOU CAN LEAVE FOR 3 HOURS FOR EVERY 10 INSIDE.



46 SPACE

### LANTERN

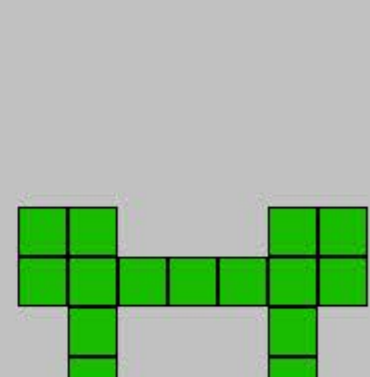
YOU CAN RELEASE A DARK MIST INTO YOUR DUNGEON THAT DISABLES THE SIGHT OF ADVENTURERS, BUT NOT OF YOU AND YOUR MINIONS. THIS CAN BE DONE ONCE EVERY 4 HOURS AND LAST FOR 30 MINUTES.



42 SPACE

### SPIRAL

YOUR DUNGEON RESTS THE WILLPOWER AND MORALE RIGHT OUT OF ADVENTURERS. IT WILL BE RESTORED TO THEM THE MOMENT THEY STEP OUTSIDE, BUT THEY'LL QUICKLY LOSE THE WILL TO CONTINUE THEIR JOURNEY INSIDE. EVEN THE MOST DEVOTED ADVENTURERS WILL GIVE UP AFTER SPENDING 5 HOURS IN YOUR DUNGEON.



28 SPACE

### BOX

ONCE ADVENTURERS ENTER YOUR DUNGEON, THEY WILL BE UNABLE TO LEAVE UNLESS THEY ARE KO'D OR DRINK FROM YOUR FOUNTAIN OF POWER.

Not quite satisfied with the size or shape of your layout?

You can add additional blocks of space anywhere you want in your dungeon at a cost of 1 DMP per block.

# Dungeon-meister

You have the design of your dungeon, which is good, but it is still pretty much defenseless. Now is the time to select some traps.

## Traps

You can buy as many traps as you can afford with your DMP. You can buy as many of the same trap as you want. In fact, buying some duplicates is encouraged because each trap can only active once before it needs to be reset. Traps are automatically reset when there are no adventurers in your dungeon. If you are doing manual organization, you can pick which rooms you want to put a trap in. You can only put in one trap per block of space. You may not trap your fountain of power. If you're doing automatic organization, then just make sure that you don't have any more traps than the size of your dungeon - 1.

### CLASSIC TRAPS

THESE ARE SIMPLE TRAPS DESIGNED TO CAUSE HARM TO ADVENTURERS.

DMP: 3



#### BOULDER TRAP

THIS IS THE MOST CLASSIC OF ALL TRAPS. SIMPLE, YET DANGEROUS. THIS TRAP HAS A LOW CHANCE OF INSTANTLY KOING ADVENTURERS.

DMP: 1



#### PITFALL

THIS IS A COVERED HOLE IN THE GROUND OR A TRAP DOOR. IT DEALS LIGHT DAMAGE TO ADVENTURERS UNLUCKY ENOUGH TO ACTIVATE IT. IT IS FAR MORE POWERFUL IN A DEATH PIT ROOM.

DMP: 2



#### PENDULUM BLADES

MOST TRAPS ARE A MATTER OF NOT ACTIVATING THEM. THIS ONE, HOWEVER, MAY STAY ACTIVE, SIMPLY MAKING AN OTHERWISE SIMPLE PATH MUCH MORE DIFFICULT AND DANGEROUS FOR THE ADVENTURERS TO TRAVERSE.

DMP: 1



#### FLOODING CHAMBER

CAN ONLY BE PLACED IN A LAKE ROOM. PLACING THIS TRAP IN A LAKE ROOM WILL TURN THE LAKE INTO A NORMAL CORRIDOR UNTIL THE TRAP IS ACTIVATED WHEN HARSH TORRENTS OF WATER MAY DROWN ADVENTURERS.

### SPATIAL TRAPS

THESE TRAPS MOVE THINGS AROUND. LOCATION IS A KEY PART OF ADVENTURING, SO CHANGING THE LOCATIONS OF THINGS AROUND IS SURE TO MESS UP ADVENTURERS.

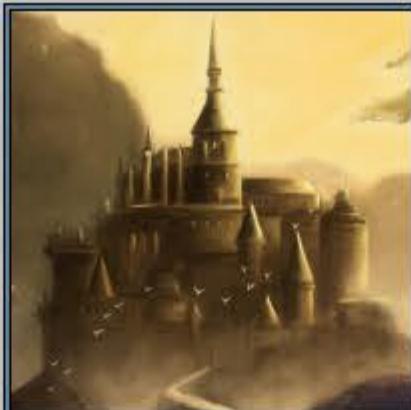
DMP: 4



#### TELEPORT

THIS TRAP TELEPORTS ADVENTURERS. FOR EACH OF THESE TRAPS YOU HAVE, SELECT TO WHICH ROOMS IT MAY TELEPORT THE ADVENTURERS. ONCE THE TRAP HAS BEEN ACTIVATED, YOUR MINIONS MAY TAKE IT TO THE SAME DESTINATION.

DMP: 7



#### EJECT

THIS TRAP WILL EJECT ANY ADVENTURERS IT HITS OUT OF YOUR DUNGEON. IF IT SENDS OUT THE LAST OF THEM, THEN ALL YOUR TRAPS WILL RESET. THAT MAKES THIS AN EXTREMELY USEFUL TRAP.

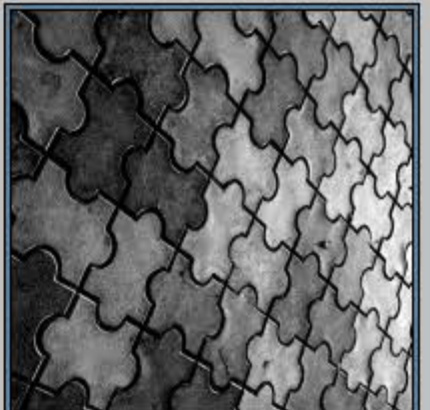
DMP: 2



#### AMBUSH

YOU CAN GIVE TELEPORT STONES TO AS MANY MINIONS AS YOU WANT. WHEN THIS TRAP IS ACTIVATED, ALL MINIONS WITH THOSE TELEPORT STONES WILL BE SENT TO THE LOCATION OF THE TRAP TO AMBUSH THE ADVENTURERS.

DMP: 6



#### SHUFFLE

ALL THE ROOMS OF YOUR DUNGEON ARE SUDDENLY SHUFFLED AROUND. YOU CANNOT CONTROL THE SHUFFLE. YOUR FOUNTAIN OF POWER AND ENTRANCE WILL NOT BE MOVED. ALL ADVENTURERS WILL BE SENT TO THE ENTRANCE.

### CURSE TRAPS

THESE POWERFUL TRAPS WILL PLACE CURSES UPON ADVENTURERS. THE CURSES CAN TYPICALLY ONLY BE DISPELLED AT YOUR WILL. HOWEVER, IF THE ADVENTURERS ESCAPE YOUR DUNGEON, THEY MAY (WITH DIFFICULTY) BE ABLE TO FIND SOMEONE ELSE TO REMOVE THE CURSE.

DMP: 2



#### GENDERSWAP

THIS CURSE WILL DISORIENT ADVENTURERS AS UNNATURAL CHANGES OCCUR IN THEIR BODIES. GENDERLESS RACES SUCH AS THE TREANT WILL SIMPLY BECOME YOUNG, CUTE, GIRLISH VERSIONS OF THEMSELVES.

DMP: 10



#### SHRINK

THIS CURSE PRETTY MUCH RENDERS THE ADVENTURERS IT HITS POWERLESS. THEY WILL BE EASY TO DEFEAT. EVEN IF THEY ESCAPE, THIS CURSE WILL MAKE IT VERY DIFFICULT FOR THEM TO CHALLENGE YOU AGAIN WITHOUT CURING IT FIRST.

DMP: 6



#### SHADOW THEFT

THE ADVENTURER'S SHADOW IS SEPARATED FROM THEM. IT WILL FIGHT THEM WITH ALL THEIR OWN ABILITIES. DEFEATING IT WILL DISPEL THE CURSE. IF THEY FLEE, THEN THEY WILL BE LEFT WITHOUT A SHADOW AND SLOWLY BURN IN SUNLIGHT.

DMP: 4



#### WARP MIND

THIS CURSE MAKES THE ADVENTURERS ACT VERY IMPULSIVELY ON CERTAIN EMOTIONS. WHEN MAKING THE TRAP, SELECT WHICH EMOTION. SOME EXAMPLES ARE FEAR, GREED, LUST, GENEROSITY, PEACE, AND RAGE.

# Dungeon-meister

## Minions

What is a dungeon without an army of minions to defend it? Now you will get to select which types of minions and elite units you'd like. Remember, though, your dungeon isn't going to be invaded every single day. More than just fighters, these are your dear friends.

Ready to spend DMP to pick out your minions? Remember, the number of squads of minions you can have is determined by your numbers of barracks. This section is about picking which types of minions you are allowed to have. Once you purchase a minion type from this list, you can make as many squads of them as you have housing for.

Also, for 5 DMP each, you can purchase an elite unit for any minion squad in your dungeon. You cannot have more than one elite unit per squad. The elite unit must be the same type of minion as the squad. The elite unit's power is equal to that of the entire squad, so it effectively doubles the power of the squad. Elite units function well as squad leaders, but are also capable of acting on their own.

**DMP: 5**



### SKELETONS

BEING UNDEAD, THEY DON'T REQUIRE YOU TO HAVE ANY KITCHENS FOR THEM. THEY ARE LACKING IN PHYSICAL POWER, BUT ARE ALSO PRETTY RESISTANT TO DAMAGE (ARROWS WOULD FLY THROUGH THEIR RIBS).

**DMP: 3**



### GOBLINS

GOBLINS ARE WEAK, BUT NUMEROUS. USED TO BEING EXPENDABLE JUNK UNITS, THEY HAVE ADAPTED TO LIVING COMFORTABLY IN A SMALL AMOUNT OF SPACE MAKING GOBLIN SQUADS MUCH LARGER THAN OTHER SQUADS.

**DMP: 4**



### ANIMALS

ANY SQUADS OF THIS TYPE MUST BE OF ENTIRELY ONE KIND OF ANIMAL. ONLY BASIC, NON-MAGICAL ANIMALS ARE ALLOWED, SUCH AS BEARS, WOLVES, GORILLAS, OR SHARKS (IF YOU HAVE A LAKE).

**DMP: 5**



### GIANT SPIDERS

GIANT SPIDERS ARE SWIFT, BUT FAIRLY FRAGILE. THEIR LOW DEFENSE IS NOT A PROBLEM, HOWEVER, BECAUSE GIANT SPIDERS SPIN MASSIVE WEBS THROUGHOUT YOUR DUNGEON THAT WILL TRAP ADVENTURERS. YOU AND YOUR MINIONS WILL NOT GET STUCK IN THE WEBS.

**DMP: 7**



### DRAKES

SMALLER THAN DRAGONS, (BUT STILL PRETTY BIG) ONLY A FEW CAN FIT INTO ONE SQUAD. THEY ARE, HOWEVER, VERY POWERFUL. THE ELITE UNIT FOR THEM IS A FULL-SIZE DRAGON.

**DMP: 6**



### SLIMES

JUST LIKE THE RACE OPTION FOR DUNGEON-MEISTERS, SLIMES CAN COME IN ANY COLOR AND SHAPE FROM GREEN GELATINOUS CUBE TO BLUE BLOB TO PURPLE SLIMEGIRL. THEY CANNOT BE KILLED, JUST TEMPORARILY KNOCKED OUT. THEY HAVE DISSOLVE MAGIC.

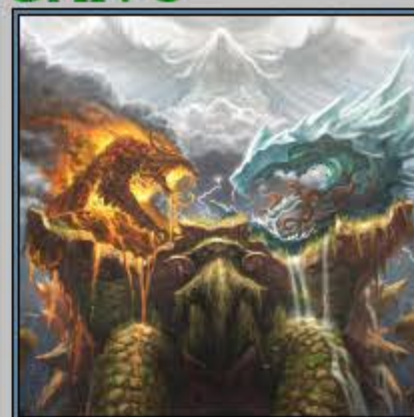
**DMP: 4**



### SUCCUBI

THESE MINIONS DO NOT ENGAGE IN ANY COMBAT, BUT WILL ATTEMPT TO SEDUCE ADVENTURERS. YOU MAY MAKE THIS A MULTI-RACIAL SQUAD BY ADDING IN OTHER MEMBERS FROM ANY OTHER MINION RACE YOU HAVE PURCHASED.

**DMP: 5**



### ELEMENTALS

EACH SQUAD OF ELEMENTALS MUST BE ENTIRELY ONE ELEMENT FROM THIS LIST: FIRE, WATER, AIR, OR EARTH. ELEMENTALS TYPICALLY HAVE GOOD DEFENSE AND GREAT POWER, BUT ARE EXTREMELY WEAK TO THEIR OPPOSITE ELEMENT.

**DMP: 3**



### WRAITHS

WRAITHS DON'T REQUIRE A KITCHEN OR BARRACKS. HOWEVER, YOU DON'T PAY DMP TO UNLOCK THEM AND GET AS MANY AS YOU WANT, YOU PAY THE COST TO GET ONE SQUAD OF THEM. YOU CAN PURCHASE THIS MINION TYPE MORE THAN ONCE.

**DMP: 5**



### HUMAN WITCHES

WITCHES ARE MAGICAL COMBATANTS ABLE TO USE MAGIC EVEN WITHOUT A LIBRARY. HAVING A LIBRARY THOUGH, WILL DOUBLE THEIR MAGICAL ABILITIES. WITCHES ONLY DISGUISE THEMSELVES AS HAGS TO SCARE THE ADVENTURERS; THEY ARE ATTRACTIVE AT OTHER TIMES.

**DMP: 4**



### ELDRITCH TENTACLES

THESE DARK TENTACLES SPREAD OUT FROM A MASS OF DARK MAGICAL ENERGY. THEY ARE GREAT AT CONSTRICTING ADVENTURERS, BUT THEY DON'T DEAL VERY MUCH DAMAGE. THEY CAN, HOWEVER, SNEAKILY TELEPORT TO ANY PART OF YOUR DUNGEON.

**DMP: 6**



### RAGTAG ADVENTURERS

WEAKENED IN ORDER TO BE YOUR MINIONS, THESE ARE ADVENTURERS THAT EITHER SWORE LOYALTY TO YOU OR ARE RANDOMLY SELECTED FOR YOU. THIS IS A VERY DIVERSE AND UNPREDICTABLE MINION TYPE. IF YOU WILL GROW ATTACHED, GET A REINCARNATION CRYSTAL.

# Adventurer

## Race

The goal of an adventurer is to raid dungeons. Dungeons are full of all sorts of cool loot (The dungeon-masters are required to distribute a minimum amount of loot throughout their dungeons).

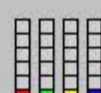
However, the greatest prize is at the deepest part of the dungeon: the fountain of power. Drinking from this will drastically improve your strength and weaken the dungeon-master. The waters of the fountain will turn into normal water if taken away from the source, so you can't bottle it for later or sell it. Furthermore, drinking it will teleport you out of the dungeon. You will be unable to enter a dungeon that you have cleared recently or are far too powerful for. Attacks cannot kill you in a dungeon; they will just KO you. Once knocked out, if no allies are nearby, you will suffer the consequences that the dungeon-master has written at the entrance. Unless death is a written consequence, there's no need to worry for your safety. Only parties of up to four adventurers may enter a dungeon at a time.

Adventurers need not worry about longevity as they are unaging and will be revived at the nearest church if they die outside of a dungeon.



When adventurers drink from a fountain of power, they gain some of the energy it has accumulated. This energy is in a mystical form called XP. It will let adventurers level up and become more powerful. Their stats will get boosts (which stack with their racial stats and can go beyond 6).

As I mentioned before, adventurers can only be a certain few mythical races (including human). Please select one from the the list.



Race determines appearance and base stats. Some races may also have special abilities or other effects detailed under them. Each race is a master of one type of magic. Magical mastery means they get that magic for free from the Magic page. Also, when using their mastered field of magic, their effectiveness is equivalent to all 6 blocks being filled in the magic stat, regardless of the actual value there.

These are base stats. The red is attack power. The green is speed. The yellow is defense / vitality. The blue is magical aptitude. Regardless of your choice of race, you may spend 3 AP to gain another block. You can make this purchase as many times as you can afford.



### HUMAN

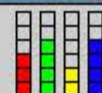


HUMANS ARE THE MOST COMMON RACE. AS SUCH, IT IS EASY FOR THEM TO FIND ARMOR AND WEAPONS THAT FIT THEM. THIS IS THE ONLY RACE WHERE YOU CAN OPT TO LOOK JUST AS YOU DO NOW. HUMANS HAVE WELL-ROUNDED STATS, BUT SEEM TO HAVE SLIGHTLY BETTER LUCK THAN OTHER RACES. ALSO, HUMANS GAIN +3 AP.

MAGIC MASTERY: ELECTRICITY



### ELF



ELVES ARE A LOT LIKE HUMANS, EXCEPT THEIR EARS HAVE BEEN REPLACES WITH KNIVES AND THEY'RE A BIT TALLER AND EVEN THE MEN LOOK LIKE GIRLS. THEY ARE MORE AGILE AND MAGICALLY INCLINED THAN HUMANS. THEY ARE ALSO MORE IN TOUCH WITH NATURE, BEING ABLE TO SENSE THE FEELINGS OF THE PLANTS AND ANIMALS.

MAGIC MASTERY: WIND

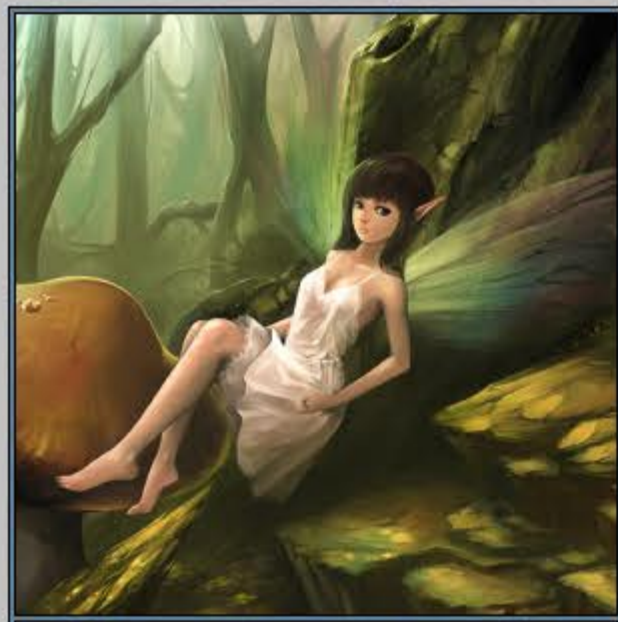


### DWARF



DWARVES ARE MASTER CRAFTSMEN. SELECTING THIS RACE WITH INSTANTLY TEACH YOU HOW TO CRAFT ALL TYPES OF WEAPONS AND ARMOR PRESENT IN THIS WORLD. THE ONLY LIMIT IS YOUR SKILL AND MATERIALS. THEY ALSO HAVE A SIXTH SENSE FOR RARE ORES AND ARE UNMATCHED AT DRINKING CONTESTS.

MAGIC MASTERY: EARTH



### FAIRY



FAIRIES ARE USELESS IN COMBAT. THEY CAN'T DEAL DAMAGE OR TAKE AT HIT, BUT THEY ARE EXTREMELY EVASIVE, EVEN MORE SO THAN THEIR SPEED STAT LETS ON. THEY ALSO PASSIVELY SEND OUT PULSES OF MAGICAL ENERGY THAT FUNCTIONS LIKE SONAR. FURTHERMORE, THEY HAVE EXCELLENT MEMORY, ALLOWING THEM TO RECITE THE WEAKNESSES OF ANY FOE THEY'VE EVER READ ABOUT.

MAGIC MASTERY: HEALING



### ORC



ORCS ARE A POWERFUL WARRIOR RACE. OF ALL THE ADVENTURER RACES, THEY ARE GENERALLY THE LEAST TRUSTED. THEIR ATTACK POWER AND VITALITY CAN INCREASE BY UP TO 50% (EVEN BEYOND SIX UNITS ON THE STAT BAR) AS THEY BECOME ANGRY. THEY HAVE TROUBLE COMING DOWN FROM SUCH RAGE, HOWEVER. FINALLY, ORCS DO NOT GET AN AUTOMATIC 6 IN MAGIC WHEN USING THEIR MAGIC MASTERY.

MAGIC MASTERY: ANTIMAGIC



### BEASTMAN



THEIR DEFAULT FORM IS THAT OF HUMAN WITH MINOR ANIMAL TRAITS SUCH AS EARS OR A TAIL, BUT THEY CAN ALSO FULLY TRANSFORM INTO AN ANIMAL. BEASTMEN CAN ALSO DO INTERESTING TECHNIQUES SUCH AS TRANSFORMING THEIR FINGERS INTO CLAWS WHILE STILL IN THEIR MOSTLY HUMAN FORM. BEASTMAN COME IN ALL SORTS OF MAMMAL VARIETIES: WOLVES, CATS, BEARS, ETC.

MAGIC MASTERY: HEART



### MERFOLK

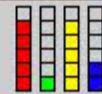


THE MERFOLK CAN BREATHE AIR WITHOUT TROUBLE. THEY ARE NOT, HOWEVER, DESIGNED TO SLITHER ON LAND. TO COUNTER THIS, THEY CAN CONJURE AND CONTROL A QUANTITY OF WATER JUST SUFFICIENT ENOUGH FOR THEM TO TRAVEL AND SHOOT BASIC WATER BOLT ATTACKS. NO RACE IS AS EFFECTIVE AS THE MERFOLK AT FIGHTING UNDERWATER.

MAGIC MASTERY: WATER

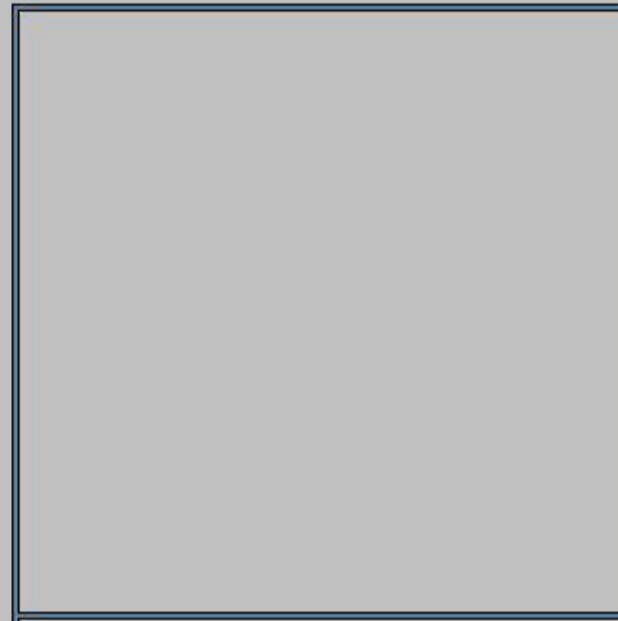


### TREANT



TREANTS ARE STRONG, CAN TAKE A LOT OF HITS, AND ARE WEAK TO FIRE. THEY CAN, HOWEVER, CONTROL NEARBY PLANTS WITH THEIR MINDS. TREANTS ALSO BOAST WONDERFUL REGENERATIVE POWERS THAT HAVE GREAT SYNERGY WITH THEIR HIGH DEFENSE. ON THE DOWNSIDE, THEY ARE A RATHER SLOW AND PASSIVE RACE.

MAGIC MASTERY: LIFE



### DUNGEON-MEISTER RACE



YOU MAY SELECT A RACE FROM THE DUNGEON-MEISTER PAGE.

THIS OPTION COSTS 5 AP.

IF YOU SELECT THE SLIME RACE, DUNGEON-MEISTERS MAY EJECT YOU FROM THEIR DUNGEON AT WILL IF ALL NON-KO'D MEMBERS OF YOUR PARTY ARE THE SLIME RACE. THIS IS TO COUNTER THAT SLIMES CANNOT BE KO'D.

You are not restricted to a certain gender based on your choice of race (but some races like Fire Golem are genderless).

# Adventurer

## Class

One of the few advantages that adventurers have over dungeon-masters are classes. Your class determines what kind of weapons you'll use. Additionally, each class comes with a special ability.

You may multi-class, but to do so, you must pay twice as much AP as the listed cost for each class you are. No one ever said multiclassing would be cheap.

AP: 2



### KNIGHT

KNIGHTS ARE A BASIC COMBAT-ORIENTED CLASS. THEY DEAL 25% MORE DAMAGE WHEN WEILDING A MELEE WEAPON (DOES NOT INCLUDE UNARMED ATTACKS). THEIR ARMOR IS ALSO 25% MORE EFFECTIVE.

AP: 3



### WIZARD

WIZARDS ARE MAGIC USING ADVENTURERS. SPELLS THAT THEY TARGET TOWARD ENEMIES (ATTACKS AND DEBUFFS) ARE 50% MORE EFFECTIVE.

AP: 4



### ROGUE

IF ROGUES STAY STILL FOR 20 SECONDS, THEY WILL BECOME INVISIBLE UNTIL THEY MOVE OR ATTACK. THEY ALSO DEAL 4X AS MUCH DAMAGE WHEN ATTACKING A TARGET THAT ISN'T CURRENTLY IN COMBAT OR SEARCHING FOR THE ROGUE.

AP: 8



### DARK KNIGHT

SOME MERELY ADOPTED THE DARK, BUT YOU WERE BORN IN IT. RECEIVE +3 TO ALL OF YOUR STATS, EVEN IF THAT PUSHES THEM ABOVE 6. DARK KNIGHTS ARE EDGY LONERS, SO THEY CANNOT JOIN PARTIES.

AP: 3



### THIEF

THIEVES ARE VERY SIMILAR TO ROGUES, BUT NOT QUITE AS COMBAT-READY. THEY CAN SENSE THE EXACT LOCATIONS OF TRAPS AND THE TRIGGERS THAT ACTIVATE THEM. THEIR INSTINCTS WILL ALWAYS LEAD THEM TO TREASURE INSTEAD OF THE FOUNTAIN OF POWER.

AP: 3



### BARD

BARDS KNOW HOW TO PLAY ANY INSTRUMENT THEY FIND. THEY SERVE LITTLE USE IN COMBAT ASIDE FROM BEING A DISTRACTION TO THE ENEMY. WHILE THEY ARE PLAYING MUSIC, HOWEVER, ALL OF THEIR ALLIES ABILITIES IMPROVE BY 25%.

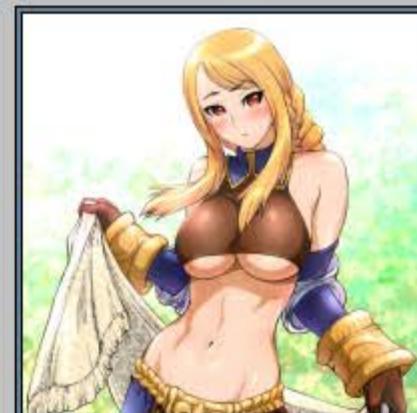
AP: 5



### CLERIC

CLERICS ARE TYPICAL GOOD OL' FASHIONED HEALERS. THEIR HEALING ABILITIES ARE 50% MORE EFFECTIVE. ALSO, EVERY ONE OF THEIR ATTACKS CAN 1 HIT KO A WRAITH. THIS BONUS DOES NOT CARRY OVER TO OTHER UNDEAD ENEMIES SUCH AS SKELETONS.

AP: 2



### CHARMER

THIS CLASS MAY NOT USE ANY WEAPONS OR LEARN ANY COMBAT MAGIC. THEY ARE MUCH MORE ATTRACTIVE AND CHARISMATIC. IF LUCKY OR SKILLED ENOUGH, THEY CAN SEDUCE CERTAIN FOES. THEY ALSO HAVE BOOSTED LUCK AND ARE IMMUNE TO THE ENEMY SEDUCTION.

AP: 4



### PALADIN

PALADINS ARE LIKE ARMORED CLERICS. THEIR ARMOR IS 75% MORE EFFECTIVE AND THEIR HEALING SPELLS ARE 15% MORE EFFECTIVE. KEEP IN MIND, THOUGH, THAT SUFFICIENTLY INTELLIGENT ENEMIES WILL IGNORE THE PALADIN AND ATTACK THE LESS ARMORED ADVENTURERS.

AP: 6



### MANA KNIGHT

MANA KNIGHTS CANNOT USE ANY MAGIC, BUT INSTEAD THEIR MAGIC STAT IS ADDED TO THEIR OTHER STATS (EVEN IF IT PUSHES THEM ABOVE 6). THEY HAVE TWO MODES: OFFENSE AND DEFENSE. THEIR MAGIC STAT POINTS ARE PUT INTO THE MODE'S STAT.

AP: 5



### SLAYER

SLAYERS WEILD EXCESSIVELY LARGE WEAPONS. DAMAGE OUTPUT IS NO OBSTACLE FOR THEM; THE LIMITING FACTOR IS HOW QUICKLY THEY CAN GET TO THE NEXT TARGET. SLAYER ATTACKS ARE 4X MORE POWERFUL, BUT THEY CAN ONLY ATTACK HALF AS OFTEN.

AP: 4



### SEER

SEERS ARE BLIND, BUT CAN "SEE" THE FUTURE. THEY HAVE PERFECT CONTROL OVER WHEN THEY "SEE" FOR UP TO 1 HOUR IN THE FUTURE. UNFORTUNATELY, THEY DON'T ACTUALLY "SEE," JUST HEAR, SMELL, TASTE, AND FEEL THE FUTURE.

AP: 5



### SCHOLAR

SCHOLARS HAVE SPENT A LOT OF TIME READING MONSTER MANUALS, DUNGEON GUIDEBOOKS, AND SURVIVAL GUIDES. ALTHOUGH VERY INFORMED, THEY ARE NOT TRAINED IN COMBAT SO THEIR ATTACK AND MAGIC ABILITIES ARE ONLY 25% AS EFFECTIVE.

AP: 4



### ALCHEMIST

ALCHEMISTS ALWAYS KNOW THEIR POTIONS FROM THEIR POISONS. THEY KNOW HOW TO CRAFT THEIR OWN BREWS. FURTHERMORE, THEY ARE IMMUNE TO ANY AND ALL TOXINS, POISONS, OR VENOMS THAT MAY ENTER THEIR BODY.

AP: 6



### MONK

MONKS ARE MASTERS OF WEAPONLESS AND MAGICLESS COMBAT. THEIR UNARMED ATTACKS ARE AS POWERFUL AS WEAPONS. ANY GIVEN ATTACK IS 5X MORE LIKELY TO MISS OR BE COUNTERED WHEN TARGETTING A MONK THAN WHEN TARGETTING OTHER CLASSES.

AP: 0



### CLASSLESS

YOU MAY NOT HAVE THE COOL ABILITIES OF ANY OF THESE COOL CLASSES, BUT AT LEAST YOU GET 5 EXTRA AP. OBVIOUSLY, YOU MAY NOT MULTI-CLASS WITH THIS OPTION.

# Dungeon-meister & Adventurer

## Items

It doesn't matter if you are a dungeon-meister or an adventurer, you'll still want items. This page lists all the items you can spend your DMP and AP on. Pay attention, though, items have costs labelled in DMP and AP. That is because depending on if you're a dungeon-meister or adventurer, you'll have to pay different prices.

The items obtained from this page are unique to this source. Similar items will never spawn as loot in a dungeon.

Adventurers may get one item costing 4AP or less for free.

**DMP: 2 AP: 4**



### RUCKSACK OF CARRYING

THIS COMPLETELY ORIGINAL ARTIFACT CAN CONTAIN ANY AMOUNT OF ITEMS SO LONG AS THEY FIT THIS CRITERIA:  
\*THE ITEM CAN FIT IN THE OPENING  
\*THE ITEM ISN'T ALIVE

**DMP: 4 AP: 3**



### LANTERN OF COWARDS

ON THE SURFACE, THIS IS JUST A NORMAL LANTERN THAT BURNS WITH INFINITE FUEL. HOWEVER, ALL THOSE THAT GAZE INTO THE GLASS FROM WHICH THE LIGHT RADIATES WILL BE FILLED WITH FEAR; ONLY THE MOST COURAGEOUS CAN RESIST.

**DMP: X AP: 5**



### DIVINE HARP

ONLY USABLE BY BARDS, CLERICS, AND CHARMERS. WHILE PLAYING THIS HARP AND NOT DOING ANYTHING ELSE, A PURE, HOLY LIGHT WILL SURROUND YOU AND PREVENT ALL DAMAGE. YOU MAY SING (NOT SPEAK), BUT CANNOT MOVE WHEN PLAYING.

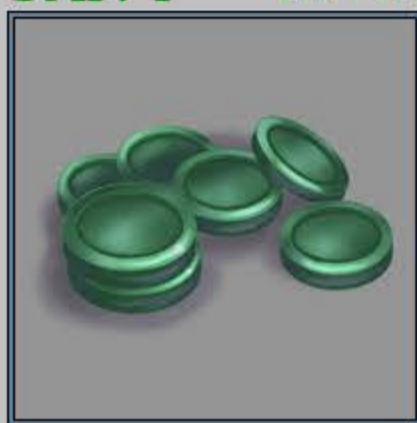
**DMP: 2 AP: 2**



### EKIN'S IMMORTAL SHOES

TIRED OF STEPPING ON SPIKES, HOT COALS, AND HAVING TO REPLACE OLD SHOES, THE EKIN, THE GREAT ENCHANTER DECIDED TO CREATE SHOES THAT ARE IMMUNE TO ANY AND ALL HARM, ARE WATERPROOF, AND DO NOT CONDUCT HEAT.

**DMP: 1 AP: 3**



### PREMIUM COINS

THESE COINS ARE BOUND TO YOUR SOUL AND CAN NEVER BE LOST, STOLEN, OR TRADED. YOU CAN, HOWEVER, TURN EACH ONE INTO A VERY SUBSTANTIAL AMOUNT OF GOLD COINS WHENEVER YOU WANT. REMEMBER, PAY TO WIN MEANS FREE TO PLAY.

**DMP: 2 AP: 3**



### SOUL COMPASS

SO LONG AS YOU HOLD THIS COMPASS, YOU CAN SEE A COMPASS IN THE FOREGROUND OF YOUR VISION. IT WILL POINT TO ANY KEY PEOPLE, LOCATIONS, OR THINGS THAT YOU'RE LOOKING FOR AND HAVE ENCOUNTERED BEFORE OR KNOW THE LOCATION OF.

**DMP: 4 AP: 2**



### MANA CUFFS

THESE MAGIC CUFFS PREVENT THE WEARER FROM USING ANY MAGIC. MANA KNIGHTS WILL BE UNABLE TO USE THEIR ABILITY. THE CUFFS COME WITH A KEY THAT YOU CAN SUMMON AND UNSUMMON AT WILL.

**DMP: 3 AP: 3**



### SKILL SWORD

WHOEVER WIELDS THIS SWORD, WILL BE ABLE TO WIELD IT AS IF THEY HAVE TRAINED IN THE WAY OF THE SWORD FOR 15 YEARS. ANYONE THAT ALREADY HAS THAT LEVEL OF SKILL WILL RECEIVE NO BENEFIT. USEFUL AS A BACKUP WEAPON FOR MAGES.

**DMP: 3 AP: 5**



### MIRACLE GUIDEBOOK

THE MOMENT YOU ENCOUNTER A NEW LOCATION, CREATURE, OR TREASURE, THIS BOOK WILL AUTOMATICALLY ADD INFORMATION ABOUT IT. THE BOOK STARTS OUT EMPTY. IF YOU ARE A SCHOLAR, PAGES OF THIS BOOK WILL GLOW WHEN THAT ENTRY IS NEARBY.

**DMP: 3 AP: 4**



### COPY SCROLLS

CAN BE USED ONCE A DAY REGARDLESS OF YOUR ABILITY TO USE MAGIC. IT WILL CAST THE LAST SPELL THAT YOU HAVE SEEN CAST AT THE SAME STRENGTH AT WHICH YOU SAW THE SPELL BE CAST.

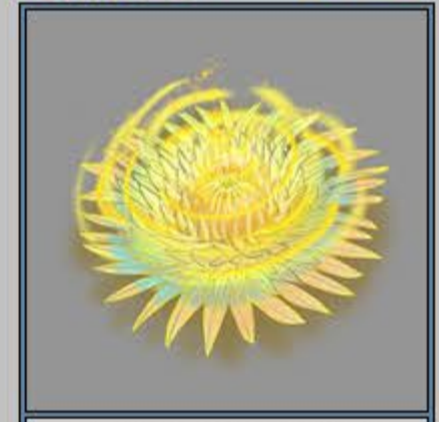
**DMP: 3 AP: 3**



### EMPTY TOME

WITH THIS TOME, YOU MAY PURCHASE MAGIC FOR HALF PRICE. THOSE MAGICS ARE STORED IN THE TOME. IF THE TOME IS DESTROYED, THOSE MAGICS WILL BE LOST TO YOU. YOU CAN STILL PAY FULL PRICE FOR A MAGIC IF YOU DON'T WANT IT IN THE TOME.

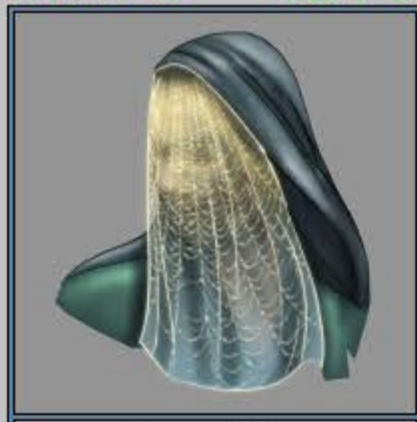
**DMP: 5 AP: 5**



### ENLIGHTENED LOTUS

CONSUMING THIS PLANT WILL GREATLY IMPROVE YOUR UNARMED COMBAT ABILITIES (2X AS EFFECTIVE) FURTHERMORE, (WHETHER YOU LIKE IT OR NOT) YOU BECOME IMMUNE TO THE EFFECTS OF ANY AND ALL MIND-ALTERING DRUGS (INCLUDING ALCOHOL).

**DMP: 5 AP: 5**



### SPIDER VEIL

IF THE WEARER OF THIS ENCHANTED VEIL STANDS STILL FOR 20 SECONDS, THEY WILL BECOME INVISIBLE UNTIL THE NEXT TIME THEY MOVE OR ATTACK. IF THE WEARER IS A ROGUE OR AN ARACHNE, THEN IT ONLY TAKES 5 SECONDS.

**DMP: 2 AP: 5**



### DRAGONBANE SWORD

THIS SWORD IS ABOUT 10% MORE EFFECTIVE THAN A NORMAL SWORD. THE REAL POWER OF IT, THOUGH, IS THAT IT DEALS 3X AS MUCH DAMAGE AS NORMAL TO DRAGONS AND DRAKES. COMES IN ALL TYPES OF BLADE FROM DAGGER TO GREATSWORD.

**DMP: 3 AP: 3**



### BAG OF MAGIC DUST

AUTOMATICALLY REFILLS ITSELF EVERY WEEK. THROW SOME OF THE DUST AT YOUR FEET AND YOU WILL, IN AN EXPLOSION OF SMOKE, BE TELEPORTED TO A NEARBY AND ACCESSIBLE LOCATION OF YOUR CHOICE. GREAT FOR MAKING ESCAPES. DO NOT INHALE.

**DMP: 1 AP: 3**



### POCKET MINION

GO TO THE MINION PAGE AND SELECT ONE MINION TYPE. YOU GET 1 OF THIS MINION, EXCEPT IT IS AT 1 / 8 NORMAL SIZE. IT WILL BE A LOYAL AND LIFELONG COMPANION. THEIR MAGIC POWER IS REDUCED WITH THEIR SIZE.

**DMP: 5 AP: 4**



### MANA STAFF

MANA CAN BE IMBUED INTO THIS STAFF. MAGIC CAN BE CAST FROM THE STAFF USING STORED MANA. IT CAN STORE 3X AS MUCH MANA AS ITS OWNER. IT CAN ONLY USE ONE OF YOUR TYPES OF MAGIC. TO CHANGE TYPES, EMPTY IT OF MANA FIRST.

**DMP: X AP: 4**



### LINKING CHARM

PURCHASING THIS WILL BIND YOUR SOUL TO THIS CHARM. YOU MAY NEVER GO MORE THAN 100 METERS FROM IT. YOU CAN, AT WILL & FROM ANY RANGE, TELEPORT YOUR BODY INTO THE CHARM FOR TRANSPORTATION OR FOR PROTECTION. YOU CAN SEE, SPEAK, ETC. WHEN INSIDE IT.

**DMP: 4 AP: 5**



### JUMBO GUMBO

THIS IS A MAGIC \*POTION\* THAT WILL CAUSE THE CONSUMER TO DOUBLE IN SIZE. ENOUGH OF A DOSE FOR ONE PERSON. SOMEHOW OBTAINING MORE WILL NOT INCREASE SIZE ANY FURTHER. GRANTS +2 STRENGTH (NOT CAPPED AT 6), BUT ARMOR AND STUFF THAT BIG IS RARE.

**DMP: X AP: 7**



### UNCURSE SHARD

MAY BE USED ONCE EVERY MONTH (ONLY WHEN OUTSIDE OF A DUNGEON) TO REMOVE ALL CURSES FROM YOU AND ANY PARTY MEMBERS. CAN ALSO BE USED TO CLEAR CURSES FROM A PARTY YOU AREN'T PART OF.



# Dungeon-meister & Adventurer Magic

This page will detail the various types of magic. Feel free to use DMP and AP on these as you wish. Mana Knights need not apply.

Unlike some racial abilities that may grant special powers, magical abilities cannot be cast indefinitely and may deplete the user of their mana, requiring them to rest.

**DMP: 3 AP: 3**



## EARTH

EARTH MAGIC LETS YOU MOVE HEAVY ROCKS WITH YOUR MIND. YOU CAN CAST BLESSINGS THAT BOOST THE TARGET'S DEFENSE. EARTH MAGIC IS SUPER EFFECTIVE ON AIR ELEMENTALS.

**DMP: 3 AP: 3**



## WATER

WATER MAGIC LETS YOU CONJURE AND SHOOT WATER AS IF YOU WERE A MERMAID. YOU CAN CAST BLESSINGS THAT LET THE TARGET BREATHE IN WATER AND SURVIVE HIGH PRESSURES. WATER MAGIC IS SUPER EFFECTIVE ON FIRE ELEMENTALS.

**DMP: 3 AP: 3**



## WIND

WIND MAGIC LETS YOU SHOOT GUSTS OF WIND THAT ARE TOO WEAK TO BE DECENT ATTACKS. WIND MAGIC DOES, HOWEVER, ALLOW YOU TO FLY. THE MINOR WIND GUST ATTACK IS SUPER POWERFUL WHEN USED AGAINST EARTH ELEMENTALS.

**DMP: 3 AP: 3**



## FIRE

FIRE MAGIC LETS YOU SHOOT FIREBALLS. THIS IS THE MOST POWERFUL ELEMENTAL ATTACK. IT ALSO LETS YOU CAST BLESSINGS THAT WRAP THE TARGET'S WEAPON IN DEADLY FLAMES. FIRE MAGIC IS SUPER EFFECTIVE ON WATER ELEMENTALS.

**DMP: 2 AP: 3**



## HEART

HEART MAGIC ALLOWS YOU TO READ THE MINDS OF OTHERS. IT ALSO GRANTS YOU TELEPATHY. AS WELL, IF YOU BLOW A KISS AT SOMEONE, THEY WILL FALL IN LOVE WITH YOU FOR THE NEXT 2 HOURS. THAT EFFECT MAKES THIS MAGIC A HIT WITH CHARMERS AND BARDS.

**DMP: 4 AP: 3**



## LIFE

LIFE MAGIC LETS YOU GREATLY ACCELERATE THE RATE AT WHICH PLANTS GROW AND MAKE THEM GROW TO LARGER SIZES. IT ALSO GIVES YOU A SIXTH SENSE FOR LIFE. IT ALLOWS YOU TO SENSE THE LOCATIONS OF, BUT NOT THE TYPE OF CREATURE.

**DMP: 5 AP: 3**



## NECROMANCY

NECROMANCY ALLOWS YOU TO REVIVE DEAD MINIONS. IT CANNOT REVIVE MINIONS IN A DUNGEON WITH A REINCARNATION CRYSTAL. REVIVED CREATURES WILL NOT BE HORRIFIC AND ROTTING, REGARDLESS OF WHEN THEY DIED.

**DMP: 4 AP: 4**



## ELECTRICITY

ELECTRICITY MAGIC ALLOWS YOU TO SHOOT DEVASTATING BOLTS OF LIGHTNING. THESE TAKE A LOT OF MANA, BUT ARE EXTREMELY POWERFUL. YOU CAN ALSO CAST A BLESSING THAT BOOSTS THE SPEED OF THE TARGET.

**DMP: 4 AP: 6**



## LAW

AGREEMENTS AND CONTRACTS YOU MAKE WITH OTHERS ARE UNBREAKABLE. THE MAGIC INVOLVED IS EVEN POWERFUL ENOUGH TO PULL OUT SOULS AT THE HIGHEST LEVELS. THE CONTRACTS CAN ONLY BE NULLIFIED IF BOTH SIDES AGREE.

**DMP: 3 AP: 4**



## SPACE

YOU CAN USE SPACE MAGIC TO SWITCH THE LOCATIONS OF ANY TWO OBJECTS YOU CAN SEE SUCH THAT ONE OBJECT'S MASS IS NO MORE OR LESS THAN THE OTHER BY 10%. THE OBJECTS YOU TARGET MUST NOT BE ATTACHED TO ANYTHING.

**DMP: 4 AP: 5**



## HEALING

HEALING MAGIC LETS YOU PURIFY BODIES OF TOXINS, HEAL WOUNDS, AND REVIVE KO'D (BUT NOT KILLED) INDIVIDUALS. HEALING MAGIC CAN BE USED ON YOURSELF FOR REGENERATION.

**DMP: 5 AP: 3**



## DANCE

DANCE MAGIC DOESN'T RELY ON MANA, BUT IS ONLY ACTIVE WHEN YOU ARE DANCING TO MUSIC. DANCE MAGIC GIVES YOU SUPER LUCK, MAKING MOST ATTACKS SWERVE AROUND YOU AND MISS.

**DMP: 4 AP: 4**



## POISON

POISON MAGIC ALLOWS YOU TO CONJURE TOXIC WRAITHS WHICH WILL FLY INTO YOUR FOES AND POISON THEM. THE POISONS WRAITHS CAN HARMLESSLY FLY THROUGH ALLIES. CONJURING WRAITHS ONLY LAST FOR A FEW SECONDS.

**DMP: 5 AP: 6**



## MIND WARPING

MIND WARPING GRANTS YOU INFLUENCE ON THE MIND OF ANOTHER TO EITHER MAKE ILLUSIONS, CONTROL THEIR ACTIONS, OR JUST INCITE INSANITY. CONTROLLING THEM IS MORE DIFFICULT THAN THE OTHER OPTIONS. SUFFICIENT WILLPOWER LETS TARGETS RESIST.

**DMP: 5 AP: 6**



## DISSOLVE

DISSOLVE MAGIC LETS YOU DISSOLVE THINGS YOU TOUCH INTO DUST OR A PILE OF GOO. THIS IS EXTREMELY POWERFUL, BUT HAS TOUCH RANGE. THE SLIME RACE CAN SURROUND THE FOE ON ALL SIDES, MAKING THIS MUCH, MUCH MORE EFFECTIVE.

**DMP: 6 AP: 4**



## ANTIMAGIC

TECHNICALLY, ANTIMAGIC IS STILL A TYPE OF MAGIC. ANTIMAGIC LETS YOU SHOOT WAVES OF ANTIMAGIC THAT WILL CRYSTALLIZE ANY SPELLS THEY HIT THAT ARE LESS THAN OR EQUAL TO YOUR MAGIC LEVEL. THE SPELL IS RELEASED WHEN THE CRYSTAL IS SHATTERED.

HEART, LIFE, LAW, SPACE, HEALING, AND DANCE ARE THE NON-COMBAT MAGICS.

WHEN THE SLIMES (THE DUNGEON-MESITER RACE OR THE MINIONS) USE DISSOLVE MAGIC, IT DOESN'T COUNT AS MAGIC. THE POWER IS STILL BASED ON THE MAGIC STAT, BUT MANA CUFFS AND ANTIMAGIC HAVE NO EFFECT ON IT.