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Lazy Dungeon Master

Magic. Adventure. Dungeons. And lots of golems. This is the world of the infamous Lazy Dungeon Master, Masuda Keima, known to the residents of this world as merely Kehma, a hero summoned from our world by a Dungeon Core. As with all heroes, he was presented with a power by God and sent forth to this new world, where he discovered that the being who summoned him was not a kingdom looking to destroy some demon king, but rather a little girl named Dungeon Core 695, otherwise known as Rokuko. She was but one of many, for there are currently 700 Dungeon Cores that have been created and unleashed upon the world, each residing in one place or another and often protected by sprawling caverns filled with monsters, traps, and treasure, all to protect one thing. Their Core, which acts as their heart. These dungeons have become famous throughout the land due to their difficulty and, more importantly, the treasure that can be found within them. This has caused many people to begin their lives as adventurers in search of fame and fortune as they delve into the dangerous depths of the dungeons, growing in skill while also providing the dungeons themselves with power. These adventurers are hosted by the local kingdom as well as, you guessed it, the Adventurer's Guild, both of which are run by... well, I'll let you guess. As a guest to this world you will receive **1000cp** to spend as you please.

Origins:

Who you are in this world. A former slave, a young noble, an experienced adventurer, or a hero from another world, all are options open to you. Regardless of your choice, you may select your gender and age for free. You may select any age between 10 and 25, and you may select to be either male, female, or a hermaphrodite. All options below may also be chosen as a drop in instead, providing no memories or relevant history.

Former Slave:

Once a slave to a slave house or perhaps a former master, you have experienced a great deal of hardship. Maybe as a sex slave to the vilest of perverts, or maybe a laborer forced to clean toilets with hand and mouth, either job was followed by beatings that had left you numb to the world around you. But it's over now. You are free, and every little comfort in life feels all the better for it.

Noble:

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

Adventurer:

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

Summoned Hero [400cp]:

Being brought into a different world is something you should be familiar with already. In this case, however, you have quite literally been summoned into this world by another. Most likely a noble who wishes to overthrow the empire, despite the fact that hero summoning is illegal. Regardless, here you are now, in a new world filled with fantasy monsters, dungeons, and magic. As a hero, many normal citizens would expect you to fight against the demon king, while the nobility would expect you to follow the orders of the empire, however the choice is yours in how you proceed from here on out.

Bonus Origin:

In this world, Dungeon Cores are king, and as such you have the possibility of becoming one. You may choose to enter this jump as a newly born Dungeon Core, either as a special case or as one of the 600 series, although this will have you start the jump a little bit earlier. If you, personally, don't want to be a Dungeon Core, you may instead become a Dungeon Master of either a newly created one, who will join you after this jump as a companion. And yes, if that isn't quite what you're looking for you may instead import a preexisting companion as your Dungeon Core or, if you wanted to be the Core, your Dungeon Master, giving them the full capabilities of a Dungeon Core/Master and all that it brings. The specifics of how Dungeons function will be detailed below in the Dungeon Customization section. Note that you may still choose a race below, representing your normal choice of form rather than your actual race, however Dungeon Cores do possess the ability to perform minor shapeshifting, the limits of which are not as of yet fully known.

Other Option:

What's that? You abhor Dungeons? Fine. You may forgo the Dungeon options and will instead receive a bonus **1000cp**, however you will be incapable of becoming a Dungeon Master or learning to use any Dungeon related abilities, nor will you be allowed to companion a Dungeon Core or have a companion become one.

Race:

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

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

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

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

Perks:

Former Slave:

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

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

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

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

Slave to the Kitchen [400cp]: Cooking, a skill that any good servant needs and a useful one for pretty much everyone else. You, however, are exceptionally skilled at the task, able to bring out a decent flavor from even subpar ingredients, and should they be decent the meal will be all the greater. What's more, you also have access to cooking magic. That's right, cooking magic. Cooking magic has the peculiar effect

of stopping time while cooking, and only for cooking. This covers prep work, such as chopping veggies or boiling water, but the moment you do something non-cooking related, such as knitting, the effect ceases, allowing you to prepare food that would take hours in what seems like an instant from everyone else's viewpoint. Perfect for inns or restaurants.

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

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

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

Slave to the Mind [800cp]: Occasionally someone will experience an epiphany, a breakthrough of some kind. Maybe they've realized that use ink and stamps to print out messages en masse quickly, or maybe they've realized how to increase water pressure using a smaller nozzle. These realizations can lead to monumental achievements and, more importantly, progress. However, these realizations are far and few between. Or at least, they were. Those around you seem to find inspiration from every part of you. Maybe you said something that triggered a revelation, or maybe they got the idea just from seeing you. Either way, in your presence others are far more likely to come up with new and innovative ideas that could change the world if they kept working at it. What's more, you'll gain a bit of aptitude toward using whatever they discover, meaning you'll be better at using new weapons in combat or have a good understanding of how to start their new printing contraption.

Slave to Guilt [800cp]: Occasionally people do bad things. Maybe your master beats his slaves, maybe the dungeon master that you've been serving lets people die so he can get some DP. But what they're doing is wrong. Really wrong, and you don't want them to. As long as they aren't evil incarnate, you can charm others into feeling guilty over their bad actions and, with a bit of pressing and some time, you can

make them forsake their prior sins and move forwards towards a good and honest life. And although the more evil hearted they are the longer it will take, you will eventually turn even the biggest assholes into moderately decent people if you just keep trying.

Noble:

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

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

Experienced Adventurer [400cp]: One of the lesser known methods of becoming a noble is by becoming a B Rank adventurer. Not because people don't know about this method, mind you, but rather because of its difficulty. Even then, this form of nobility is more honorary than not, meaning the children of these adventurers are often born outside of nobility barring those granted full nobility due to services rendered to the empire. While this will have not effect on your status as a noble, you do in fact have experience akin to those of B Rank adventurers. Spotting traps and tricks is second nature to you, and you have a permanent sense of danger for both monsters and locations. This sense lets you know when you've gone too far, which pathway is safest to take, and whether or not that chest is rigged to kill. While your senses won't give you any idea of what danger may lie ahead of you, it may very well save your life should you ever make an expedition into the dungeons.

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

Magic Items and Other Wonders [800cp]: The magic items of this world are truly wondrous. Did you know that most of magic swords are actually monsters? Oh, I already told you that, didn't I? Oh well, the important thing is that you seem to come across them with great frequency. No, I don't just mean you get to see them from afar. I mean that magic items of all kinds, whether it be a sword, a shield, or a pen, just seem to fall into your possession as if a wind made by God was blowing them in your direction. With the rate that they come in, it wouldn't be unreasonable to open up a magic item shop in one of the wealthier towns.

Adventurer:

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

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

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

Drained Rabbit [200cp]: One rather important skill for an adventurer is getting a clean kill. You do need to bring back specific evidence for kills, after all. It's no problem for you, of course. Every kill you make, regardless of how hard fought the battle was, is a clean one. Your final blow will be clean and smooth, cutting precisely in such a way as to cause instant death. Just a reminder, this won't actually increase your combat ability, it just means that once the final blow is being made, it'll be clean, smooth, and probably look pretty cool too.

B Rank Skills [400cp]: In dungeons traps and monsters are a given. An adventurer needs to be quick with their blade and must be able to detect traps on the go. Of course, there's some handy trap detection magic that exists. Magic that you know. Your newly bolstered combat ability combined with your ability to passively detect traps when the spell is active makes you an effective adventurer and dungeon crawler. Note, however, that while in this world trap detection will not work on traps created by a method other than a dungeons, meaning traps set by humans won't be detected. While only one dungeon is known to have these types of traps, nevertheless this restriction will disappear post jump and will apply to traps of all kinds.

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

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

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

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

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

Summoned Hero:

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

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

which they will be willing to explain the common sense that should be followed. Or you could ask, which would be just as effective and avoid the mess of almost getting punched in the face.

Cleanup [200cp]: The spells of this world are out of this world, if you know what I mean. No? Stupid joke, you say? Whatever. You now know the spell called Cleanup, which should be self-explanatory. Normally it wouldn't be able to clean deep seated stains or incredibly dirty messes, however in your case it is particularly potent and will clean damn near anything physical. Whether it be the sweat on your body or the stains on a toilet, this spell will make it all perfectly clean, sanitary, and feeling and smelling fresh.

That's Amazing You Know! [200cp]: You're amazing, you know? Everything you do is cool, and worthy of praise. Or at least, that's what it feels like. Every little accomplishment that is above the norm will be praised by others, who will also explain why what you did is considered amazing and what the norm is, as well how it could be much more useful if you could just do something a little different with it. Simply put, actually be a tiny bit better than normal and you'll receive all the praise an actual amazing person would deserve, as well as an inkling into what you could do to actually be amazing.

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

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

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

God's Vanguard: The Dungeon Slayer [Free for Summoned Hero/ 600cp]: Another aspect of summoned heroes that sets them apart from the rest of the world is this one peculiar ability. As God's vanguards, each and every hero is summoned with the intention of fighting the dungeon cores, a fate that can be

ignored. What cannot be ignored is the power obtained from killing a dungeon. You see, for each dungeon core you kill you will absorb power from them, with each one granting to you a powerful ability or even upgrading one you already have. These abilities are incredibly powerful, with one example being that of the Super Transformation ability which, at level 7, made the hero in question nearly unbeatable in combat and required hundreds of dungeon summoned beings in order to kill permanently. While you can't get this level off the bat, nor are you guaranteed to get an upgraded ability rather than a new one, you will undoubtedly gain new and powerful abilities of various kinds, all with different uses both in and out of combat. Post jump places like caves, caverns, and other sorts of dark dwellings can at will be turned into a dungeon once entered, with the number of floors varying from 10 to over 1000, however these new dungeons can only occur up to 5 times per year.

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

God's Gift: Super Luck [800cp]: Lotteries, gacha, black jack, roulette, slots. All these and more will now bow down to your will. Your luck when it comes to games of chance are incredible, far more so than is logically reasonable, and any game of chance that isn't rigged will inevitably fall in your favor. This luck is well into supernatural territory, with black jack being child's play and games of random chance giving grand prizes 1 in 10 times when normally 1 in 10 million would be expected. Even if a game is rigged, your pure and powerful luck will be on obvious display, and may even allow you to win a game or two.

Dungeon Customization:

Ah yes, the dungeon. The part you have likely been waiting for. Before we begin, I will take the time to explain how dungeons work in this world. As you should already know, each dungeon essentially starts as a cave with a single room, and within that room lies the heart of the dungeon, the Dungeon Core. These cores are not only sapient beings comparable to humans, but also manifest themselves in the world with another body of their choice. How do they expand, you ask? Using the Dungeon's Dungeon Points, or DP for short. You see, each Dungeon Core, as well as their Dungeon Master, has access to a Dungeon Menu displaying a map of the dungeon, their Dungeon Points, and listings of purchases they can make, from monsters to items and even entire buildings, as well as things like making new traps, rooms, passageways, and the like. These purchases also vary in price based on location and dungeon theme, with dungeons being near the ocean having a discount on sea based purchases and volcanic dungeons having discounts on fire based monsters and the like.

How do you get more DP, you ask? Well, Dungeons can obtain DP from several methods. The first is through enemies and other living things which, as long as they are not related to a Dungeon, will give a constant stream of DP just from existing and will give a larger lump sum when killed within the confines of the dungeon. Monsters summoned through the Dungeon Menu will also return 1/10 of the DP needed to summon them when killed. The other method is by, well, “eating” non-living objects like loose rocks, swords, and even dead bodies, which will give variable DP based on the quality of the thing being “eaten”. Besides this, Dungeons will also naturally generate a small amount of DP over time, however this is a relatively insignificant amount, about 10 DP per day to start and increasing as the size of the dungeon increases.

The limit to this purchasing ability, however, is that the Dungeon Menu can only summon things that the summoner is aware of. For example, natives of this world are unable to summon things like business suits, as they are unaware of what they are, while a Dungeon Master from our world would have that option. Once they become aware of that option, however, they would gain the option to summon them. Even with the knowledge of an item, however, things that require electricity, such as a cellphone, as well as other things like modern guns are impossible to summon for a currently unknown reason.

You begin with **+1000** DP, a single room, and the Dungeon Core. Note that each option below will come with a small discount for the purchase in question when in-jump and beyond, meaning that by purchasing Extra Rooms it will cost less Dungeon Points to create new rooms once the jump begins. Only one discount per option, all options can be purchased more than once unless otherwise stated.

More DP [Variable]: You may transfer CP to DP at a 1:1 ratio]

Rooms:

Extra Rooms [100DP]: Self-explanatory, you get 2 extra rooms with each purchase. Each is about the size of an average living room, although circular in shape and devoid of furniture.

Boss Room [200DP]: What is a dungeon without a boss? This room large, empty, and is designed to lock adventurers in until they defeat the boss monster, after which they will be able to move onward to the next room or return the way they came. Boss monster is not included. Note that without a boss monster, trapped adventurers will have a much easier time breaking free from this room, while with a boss the doors become nearly indestructible. Can only be purchased once.

Inn [200DP]: How did this get here? Weird place for an inn, isn't it? Within your dungeon now exists an inn filled with mundane furniture and accessories you could expect from our world, such as mattresses and pillows, although more advanced things like running water, electricity, and the like seem to be lacking. While this may seem not too great, be aware that these items are considered beyond luxurious in this world. Comes with several rooms for sleeping, a kitchen, a game room, and a hot spring. Also has an aura of relaxation, to help remove all of your guests woes.

Room Enhancements (requires a room, multiple can be purchased for each room):

Pitfall Traps [100DP]: An adventurer steps on the wrong place at the wrong time and falls in a pit of spikes. It's a gruesome way to go, but easily avoidable by any adventurer with some experience or the ability to detect traps.

Hidden Tunnel [100DP]: Much harder to detect, though not impossible, your dungeon now has several hidden tunnels that lead either to other rooms or to dead ends, with some even looping back on themselves if you wish them to. Can only be purchased once, scales with number of rooms purchased with the Extra Rooms option.

Safe Room [100DP]: Ah, the safe room. A designated safe zone for adventurers where monsters will not spawn or enter. Technically just a normal room, as the idea of a safe zone is just a ploy created by the Dungeons, this room in particular has an unusual aura that makes it easier for adventures to relax and let their guard down, an effect that you can apply to 1 room for every 5 within your dungeon. I wouldn't let it get out that safe rooms aren't real, if I were you.

Jail [200DP]: Dungeon jails are an unusual thing. Technically speaking, they don't need to be sealed rooms, and any room can be assigned the role of jail for free. Not to mention that they provide x3 DP income from adventurers that are inside of them. Except for you, who upon purchasing this option will receive x4 DP income from adventurers who reside in your designated jails.

Elemental Trap [200DP]: Fire. Electricity. High pressured water. All of them exceedingly dangerous for the unprepared. This pressure plate, when enough weight is applied, will activate an elemental based trap such as a flamethrower or a tesla arc aimed at the pressure plate. Element chosen on purchase.

Greed Trap [300DP]: The thing about adventurers is that they're a greedy bunch. It's why they delve into dungeons in the first place. But they would never expect it to be their downfall. This trap, designed to exploit their greed, is quite simple. There is a sword stuck in a slot in the ground. When it is removed, the exits to the room are sealed and will only reopen when the sword is placed back in the slot. Simple. However, not any sword will do, as only the original sword or a different magical sword in decent condition will be accepted by the slot, and the barrier blocking the exit will be nigh indestructible until this condition is met.

Puzzle Door [400DP]: Riddles, puzzles, and perplexing questions. Each a task requiring mental fortitude and intelligence. And this door is designed to test that intelligence. On each puzzle door there is a single question which will have a single answer, both of which are up to you and can be changed at any time. When the correct answer to a door is given, the door will open. When the wrong answer is given, the door will remain closed and a trap may be activated. As with all conditional barriers, when the door is closed and the riddle unanswered it is nearly impossible to break through it with force.

Human Farm [400DP]: Well, this is a bit... darker. You see, Dungeons gain DP from having people and other living creatures inside said dungeon, with more powerful creatures giving more DP, so long as they are unrelated to Dungeons that is. So, some Dungeons have decided to go on a darker path and forcefully hold people within their dungeons in order to farm the DP rather quickly. No you, too, have such a thing. Secluded from the rest of your dungeon and otherwise impossible to reach without access to Dungeon functions, there exists a room filled with 10 people of C rank adventurer ability, with each giving a base of between 35-50 DP per day and giving you a net total of about 425 DP per day. By the

way, a single goblin costs about 20 DP to summon while plain bread and water cost about 5 DP. So remember to feed your prisoners, else they'll weaken and die.

Monsters:

Group of Goblins [100DP]: Goblins are a staple for beginning dungeons. Weak, cheap, and numerous, they have little combat ability but their ears make for good fertilizer. You begin with 15 goblins lurking within your dungeon, although you will have to feed them or else they will starve, as with all living things.

Clay Golems [200DP]: Golems are magical constructs lacking in intelligence, but make up for it by being easily controlled by their masters and by being tireless machines. While the ones of the clay variety are generally rather weak, they can act as a decent workforce and pose a credible threat to the average dungeon diver. Not to mention they require no food as the magical energy of the dungeon sustains them, although they will slowly stop working once they leave the dungeon. You begin with 5 clay golems.

Minotaur [300DP]: Ah yes, the minotaur. Tall, powerful, a creature born from myths. Or, in this case, Dungeons. No more than a basic mid-tier monster, minotaur's pose an incredible threat to even C-ranked adventurers due to their power, and it isn't uncommon for some smaller Dungeons to use them as Boss monsters. You begin with 3.

Goblin Spawner [300DP]: Goblins are a rather useless monster, being so weak that it would take 5 of them to pose a threat to even normal bandits. Well, that's why you've got the spawner, I guess. Monster spawners, like this goblin spawner, use their magical energy to create specific monster, up to a maximum of 5 at a time and replacing them instantly when they are killed, however they will not grant DP upon death and their corpses will remain like any other creature. You begin with 3 goblin spawners.

Intelligent Monster [700DP]: The vampire, a creature of the night and a drinker of blood. The silky, a creature of nature and a natural cook and cleaner. And the witch, a magic fanatic unlike any other. With this option you will receive a single intelligent being like one of the three humanoid types described, although you will not be limited to only them. Beings obtained from this option are of slightly above average human intelligence and have combat ability similar to the minotaur option above. You begin with only 1.

Iron Golem Spawner [700DP]: Golems, being tireless workhorses, don't have much value beyond being beasts of burden and weak defense. Despite this, they have value in another way: the material they are made from. You see, Dungeons that make use of iron golems are treated in a similar manner to mines, as they provide a regular source of useful material, and therefore they attract more adventurers. You are now in possession of a single iron golem spawner, which will create up to 5 iron golems at a time and will undoubtedly increase the popularity of your dungeon.

Boss Monster [700DP]: What is a dungeon without a final boss? A being larger and more powerful than anything else within the confines of your dungeon, created solely to guard the boss room and everything that lies beyond it. And now, you have one. In this case you receive a red minotaur, a

creature both larger and stronger than even a small group of the lesser variety and easily a tough match for even the most skilled of C rank adventurers.

Other:

Item Chest [200DP]: While other dungeons can only create chests and must manually fill them with item, this chest will instead summon random items for adventurers when opened, ranging from useless treasures like a handkerchief to much grander ones like magical swords, although what they'll get is entirely up to chance. For some reason it doesn't make items for anyone related to the Dungeons, including you. Unlocks this type of chest as a purchasable item in lieu of a discount, and will be moderately expensive.

Convenient Location [300DP]: Rather than something tangible, this option is merely a change of placement for your dungeon. Rather than being out in the wilderness, which would be the norm, your dungeon will now start much closer to a sizeable village with an Adventurers Guild, meaning that young, foolish adventurers and skilled experts alike will frequent your dungeon looking to complete quests. Given enough time, it wouldn't be unthinkable for the village to grow around the entrance, protecting it as they would a mine.

Dummy Core [300DP]: The Dungeon Core is the most important part of a dungeon, being its literal heart. Once destroyed, the dungeon will cease to be and may collapse in time. So, of course, safeguards need to be put in place, with one such safeguard being a Dummy Core. The Dummy Core is merely a false core that looks very similar to the original and, if destroyed, means no harm done to the actual Dungeon Core. Simple. You receive a single Dummy Core to place wherever you wish, which also allows you to use the Castling function, which allows you to switch your actual Core with the Dummy at any time.

Might get rid of

Type Restriction Removal [800DP]: Creatures and items don't cost more when not in area, i.e. can buy fish monsters in a volcano at normal price

Item Restriction Removal [800DP]: Can buy anything with DP, including electronics, can turn them into magitech at extra cost

100DP Gacha

1. Snake: a simple snake the size of a large boa constrictor, easily killed but dangerous to most if caught unaware
2. Scroll of Fireball: A simple magic scroll that can teach basic fire magic
3. Plain Rock: just a rock

4. Comfortable Pillow: A wonderfully comfortable pillow that can lull even an insomniac to sleep, almost guarantees a good night's sleep
5. Indestructible Sword: A sword as sharp as any other, however its use lies in the fact that it is completely indestructible and will never suffer wear or tear.
6. Glass Statue: While seemingly a simple, yet pretty, glass statue, it is in truth a trap as it will explode in a fireball when touched by an intruder.
7. Dry Sponge: A sponge that is dry as a desert and always will be, as no matter how much water it soaks up it will remain dry. Dip it in a puddle and watch it dry up, dip it in the ocean and... well, that one might take a while.
8. Melon Bread: A Japanese snack food shaped like a melon. Oddly enough, they aren't made with actual melons nor are they melon flavoured.

1000DP Gacha

1. (Get rid of???) Dungeon Master: gives 500cp to dungeon master and returns 1000DP, blocks 1000DP gacha
2. Scroll of Super Transformation Lv 3
3. Baby Lizard
4. Special Dummy Core
5. Wet Sponge
6. DP bonus: Extra 50% DP during jump and after
7. Onsen
8. Melon Bread

Items: 400cp item stipend, no discounts, extra 200 for Nobles

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

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

Supply of Japanese Snacks [100]: The pride and joy of Japan comes in many flavors, and I do mean that literally. You see, Japanese cuisine is considered, among other things, exotic and delicious,

Sleep Sword [200cp]: Makes wielder and people nearby sleepy based on magic input

Scroll of Healing [200cp]: Learn magic healing spell

Golem Armor [200cp]: Armor made from golems, decent protection and can be used like power armor, increasing strength and even learning/duplicating fighting moves

Orichalcum Ingot [400cp]: Really tough metal.

Skill Orb [400cp]: Teaches a random but powerful skill, 10 uses, same skill each time

Drawbacks:

Bandits From the Start [+100cp]: Surrounded by bandits

Filled with Vice [+100cp]: One of 7 deadly sins consumes you and becomes primary goal

No Sleep [+100cp]: You feel tired constantly but can't sleep, even if you do it doesn't help and actually makes it worse sometimes

Gambling Debt [+200cp]: Have to pay off large debt, weekly installments, if not met thugs are sent after you. If you decide not to pay, items of value get lost frequently.

Shitty Knights [+200cp]: Noble family has vendetta against you, tries to ruin your life in many ways, may attempt assassination at some point

Bad Luck Lvl 3 [+200cp]: Really bad luck, gets you into trouble financially and with powerful people

The Dungeon Caught a Cold [+400cp]: Dungeon is very ill, slowly dieing, must prevent death.

Shitty Master [+400cp]: Controlled by a shitty master, death is 50/50 and doing unpleasant things is guaranteed

The Hero is a Drunk [+400]: The hero gets drunk often, damages your stuff and others' stuff, everyone blames you, no you can't kill him

Enemy of Haku [+600cp]: Enemy of one of the top 10 Dungeon Cores, death is almost certain if unprepared

Notes:

Dungeon can claim land above ground as well

Can collect living things if you believe they are items/property

All creatures and beings created by the Dungeon will follow from jump to jump, always start inside dungeon, are not companions and cannot be imported, if killed must be resurrected with Dungeon features