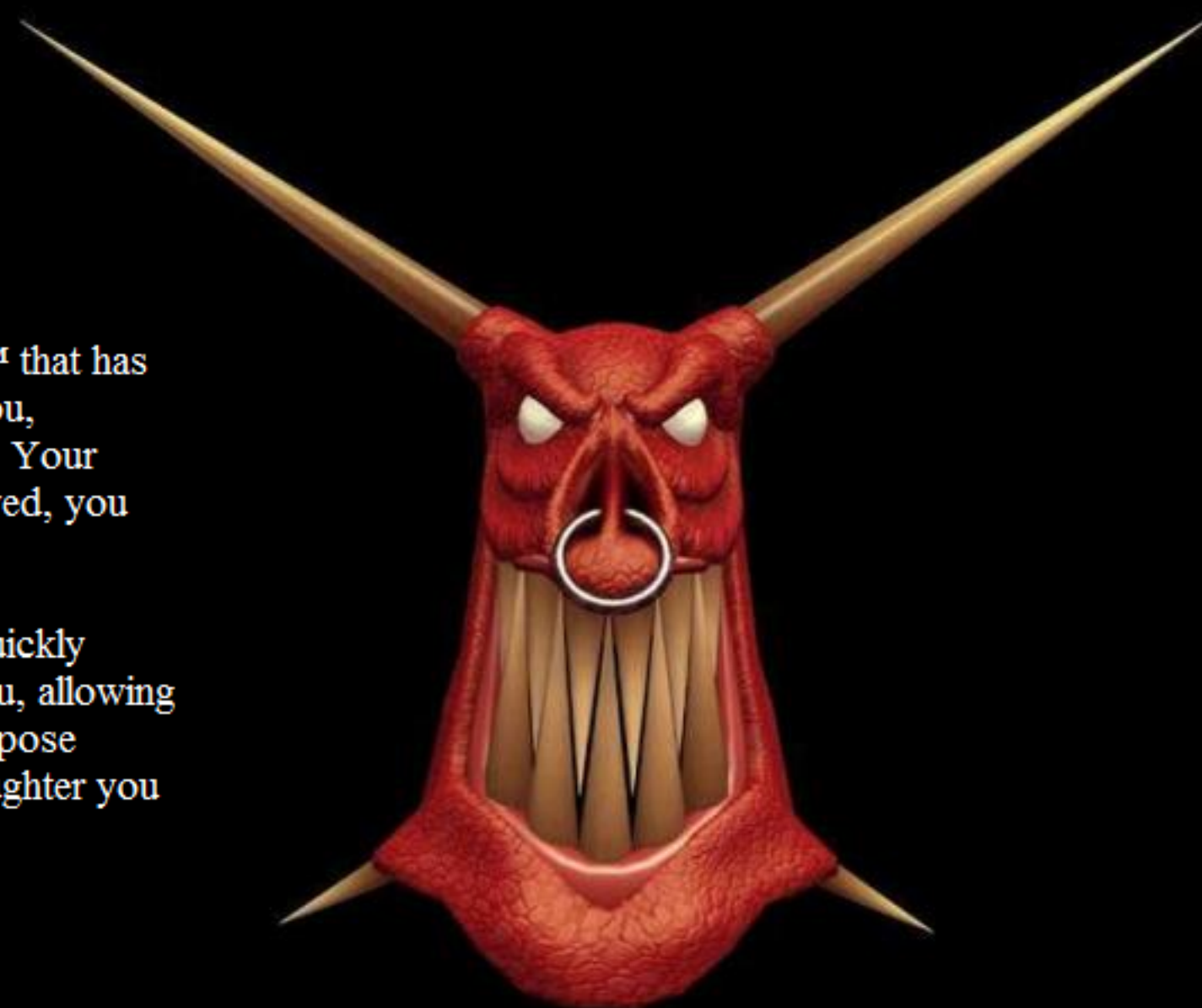


Dungeon Keeper CYOA

You awake in the middle of the night to a moment of horrified realization – a forgotten artefact of Great Evil™ that has lain dormant for untold centuries is now active once more. It has formed an unbreakable mystic bond with you, granting you the title of Dungeon Keeper...at the tiny cost of your soul, now trapped within the artefact itself. Your body is now merely an ageless tool to manipulate the outside world, but should the Dungeon Heart be destroyed, you will be cast into eternal darkness.

Should you consider leaving the heart where it sits and trying to lead an otherwise normal life, the Heart will quickly disabuse you of that notion. In your dreams, the memories of the Heart's previous owners are revealed to you, allowing you to recognize that there are other Dungeon Keepers in the world...and that the forces of Goodness still oppose them. Both shall recognize the signs of a Dungeon Heart becoming active once again. The former would slaughter you and take the Heart for their own – and the latter would simply slaughter you.



There are two forms of Dungeon Heart. Both can manipulate mana towards various ends, but each has their strengths and weaknesses. Which kind do you control?



The ancient Crystal Heart design is unliving and mindless. Beyond its great power, it is little different than the myriad magical items created by magic-users across the ages.

+ Unique among all other methods of spellcasting, matter and energy created with the aid of this Heart are real and permanent, physically and mystically indistinguishable from their mundane equivalent.

+ The Heart is extremely robust and greatly aids the Keeper in manipulating magical energies. Working through it protects and shields him from magical accidents and assault.

– The Heart needs fuel to function, breaking down matter and energy to convert into a store of mana. *Anything* can be converted into mana, though the mystically potent (human sacrifice, sacred relics) or symbolic (gold, unique items of artistic or cultural significance) can provide many hundreds to many *thousands* of times more mana than, say, feeding it an equal mass of dirt. (And such valuable things require an equally exorbitant amount of mana to create.) A wizard *could* transfer his own mana into the Heart, but the process is painfully slow, exhausting, and inefficient, even for a Keeper.



The more commonly-used (and referred to) Dungeon Heart is a living amalgam of flesh and stone, the beating heart of your power in a very literal sense.

+ This Heart can generate mana as living creatures do, and you have access to this store of energy, giving you enormous reserves of magical power to draw upon. The more territory you control, the faster the reserve replenishes.

+ The Heart is connected to the body that is the dungeon, and it will instinctively spend mana to ensure your dungeon is in proper working order. Mana will be supplied to minions and magical items, repairs are hastened, air and water is slowly cleansed, etc. This happens without input from you, but can be controlled with some difficulty.

– Though you can use spells to shape the world and even leave lasting changes, anything you create purely from magic will be impermanent, a phantasm of willpower and mana. Conjured objects and creatures (such as Imps) are a constant drain on your reserves as long as they exist, and will dissipate the moment the flow of power is interrupted.

A fully-functioning Dungeon Heart has an array of diabolical powers to assist the Keeper in fulfilling his fiendish designs. But past damage and centuries of disuse have crippled the Heart you now command, and so your first order of business is to instruct the Heart on which functions must be prioritized for immediate repair, leaving the rest inactive until you can acquire the suitable resources to restore it to its former glory.

Sight of Evil

All Keepers have a general awareness of the state of their Dungeon, but this power allows for direct clairvoyant observation on lands near and far. Be warned that areas can be warded against scrying, and the mystically-inclined may detect the intrusion.

1 – Close your eyes, and change your point of view with a few moment's concentration to anywhere within your territory. There is no sound, and the image is somewhat blurry.

2 – Cast your sight to any place you have visited before, after a few minute's concentration, more or less, depending upon your familiarity with the locale. The image is clear, and there is now sound.

3 – You can change your new POV, slowing 'walking' it in a direction of your choosing. Any sense of your choosing, even a faint tactile impression, can be received.

Imps

Their enchanted picks can tunnel through almost anything given enough time, and they're stronger than their stature would suggest. All Imps instinctively know how to tunnel and cast minor charms that keep passages through loose material from collapsing, fortify walls and ceilings, and do that little dance that magically claims territory as part of your domain. They are cheap to replace and maintain.

1 – A squad of 4 dull, cowardly Imps struggle to follow your orders, terrified of anything bigger than a rat.

2 – A workforce of 8 more competent laborers tirelessly follow your orders, and will happily hunt the delicious vermin that infest your dungeon.

3 – 16 Imps intuit your desires, fearlessly performing needed tasks wherever needed with incredible speed.

Hand of Evil

A potent telekinetic tool, you exert force upon anything under your uncontested influence, including interlopers (provided they have first been subdued somehow.) Likewise, should one of your minions be defeated and imprisoned by the forces of goodness, this power cannot be used to simply smash a wall and carry them away.

1 – A shove there and a slap here, the force is no stronger than that which you exert with your own muscles. Magical enhancements and such are never factored into this.

2 – Double your physical strength, give or take.

3 – Triple what you could accomplish on your own...and apply that force with mechanical precision.

Your Heart currently holds enough soul-stuff to restore **8** points worth of functions.

Minion Bond

Why order your minions about with mere words? To touch another's mind is simple for a Keeper. Dominate the weak-minded, issue mental commands, or gauge the location and condition of a minion with a moment's thought.

1 – With minimal effort, you can bend the very lowest of life that exists within the dungeon to your will. Flies, beetles, worms, spiders...though a poisonous spider may be more dangerous than its size suggests, you have great difficulty issuing commands to individuals and cannot give commands more complex than 'avoid this area' or 'swarm that creature.'

2 – You are now able to glean faint empathic impressions and hear snippets of surface thoughts. You are also able to communicate with all things bigger than bugs but not as intelligent as humans, from rats to elephants. As with bugs, some animals are more useful than others, and after a prolonged period under your control, animals become slightly more intelligent, obedient, and better at carrying out your demands.

3 – Your telepathic powers have grown to the point that you may eavesdrop on another's thoughts, and engage in a battle of wills to enslave anyone foolish enough to enter your dungeon. This is very difficult and will occupy all of your attention, though carefully manipulation or outright torture or can make the process so much easier. An enslaved human cannot normally break your control on their own, but too much abuse, or even a good 'I know you're in there somewhere' speech from a friend or loved one may allow them to shake off your control.

Possession

Sublimating your body into a foul miasma, you flow into a creature you control and take command of their body. Beware; some have the mystic power or strength of will to offer resistance. Being forcibly ejected from the host for any reason will take a heavy toll on you.

1 – You are little more than a passenger, sharing the host's senses, sensations and hearing their surface thoughts. You can communicate with your host, but not do much more than strongly urge them towards certain goals.

2 – Their body is under your full control, and to a small degree, their mind. You have access to your puppet's ingrained physical skills and innate (but not learned) mystical powers.

3 – Like hand in glove, you have total access to all the body's knowledge and skills, and use your borrowed body with all the grace and familiarity of the one that was born into it. Your host can keep no secrets from you.

If you have at least as many ranks in Sight of Evil as you do in Minion Bond, then your Sight will reveal if magic other than your own is affecting one of your minions, and though it does not otherwise pierce disguises or dispel illusions, will unfailingly inform you as to whether or not a creature you observe is truly one of your minions. (This benefit only affects those minions that you can communicate mentally with according to your ranks in Minion Bond.)

A body you control with Possession (including your own) can be moved with the strength of the Hand of Evil, rather than whatever puny muscles it came with. The body is not made any more durable when doing so.

If you have at least as many ranks in Minion Bond as you do in Imps, you may send instructions and receive reports from your Imps telepathically.

If you have at least 2 ranks in both Sight of Evil and possession, you may remotely possess and cast spells upon your minions regardless of distance, and your link to them will help pierce any mystical barriers that may seek to disrupt your connection to them.

Having 3 ranks of Hand of Evil allow your Imps to teleport themselves to anywhere within your claimed territory once every 5 minutes.

Go deeper, part 2 awaits...

Dungeon Keeper Cyoa Part 2

Facilities

Not everything was lost in whatever battle slew the Keeper that once held the Heart you now possess.

4 rooms of your choice remain intact.

You may purchase more rooms for 2 points each.

Leftover Treasure – This well-hidden treasure room, 10'x10', is crammed with gems, ingots of precious metals, and objects d'art (debatable, most are variations on the theme of tentacles violating elf maidens.) Worth several million altogether in modern currency, this wealth must be converted somehow if you expect to spend it on anything mundane.



Keeper's Quarters – A richly-appointed bedroom and bath connects to a small side room, the previous Keeper's personal arsenal by the looks of it. Though much is missing, there remain a few magical items - scrolls and potions of minor but handy magics. There is also an antiquated suit of armor with demonic styling and an intimidating two-handed blade, both of which are heavily enchanted and more than capable of standing up to modern weaponry or monstrous foes.



Arcane Library – Though much was burnt and torn, the surviving tomes cover subjects ranging from beasts, alchemy, arcane theory and even a few complete spells of battle and domination. There are noticeable gaps in the information covered, but it is still a respectable repository of genuine arcane lore in the modern world.



Portal – Seemingly at random, monstrous creatures of various sorts will appear at the threshold of this strange stone arch. Their powers, goals, and temperaments will vary wildly, and some will be completely incomprehensible in many ways to your limited human mind. You may negotiate with the entities that appear to entice them into your service, or sever the connection, never to see the entity within the portal's confines again.

Scavenger Room – This forest of slimy eyestalks sends seditious whispers to any man or beast that will hear, drawing them to you with the promise of fulfilling their every desire. It's a good way to gather minions, but whether you are willing or able to actually fulfill those desires is another matter entirely.

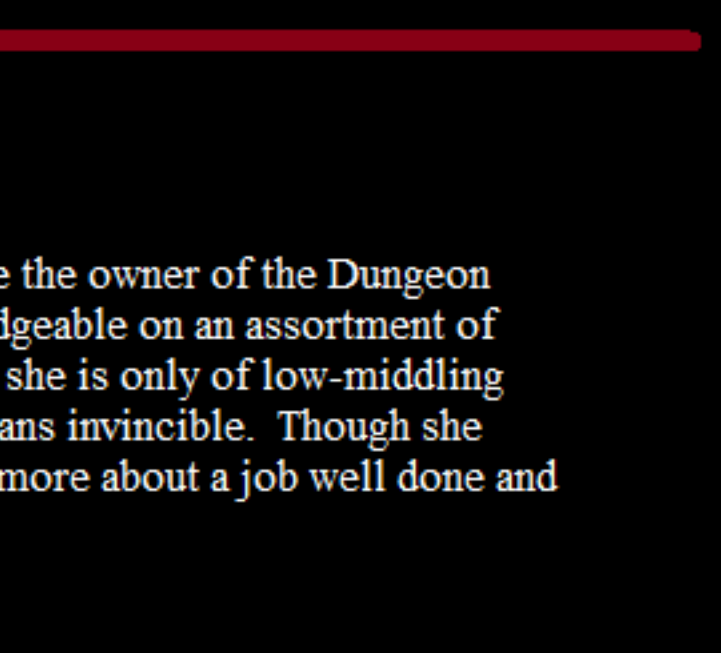
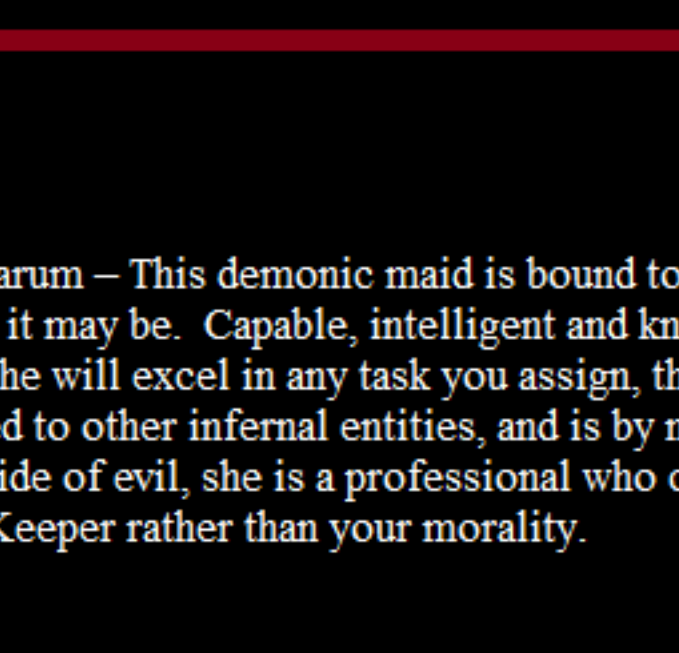


Prison – A ring of crude but sturdy cells face an assortment of ancient but effective torture devices, perfect should you feel the need to get medieval on someone's tender bits. The cells are warded against magical efforts to locate the prisoners or to aid escape.



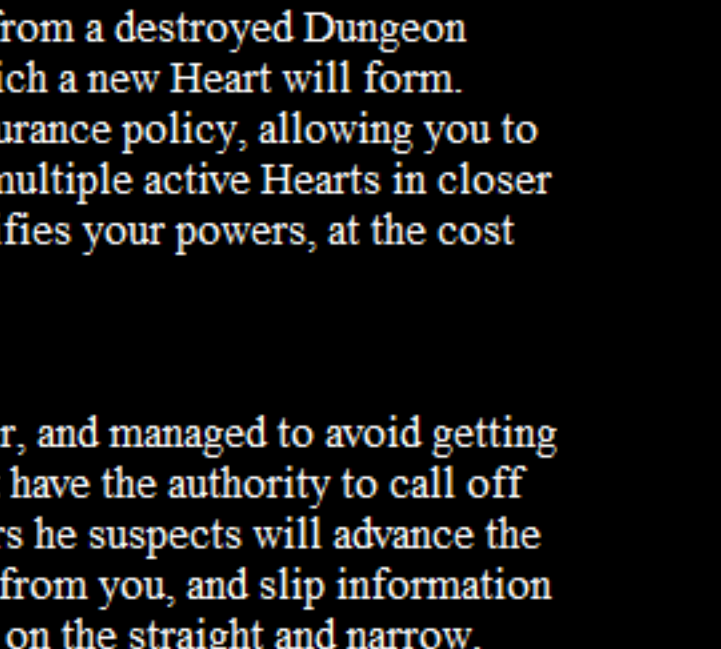
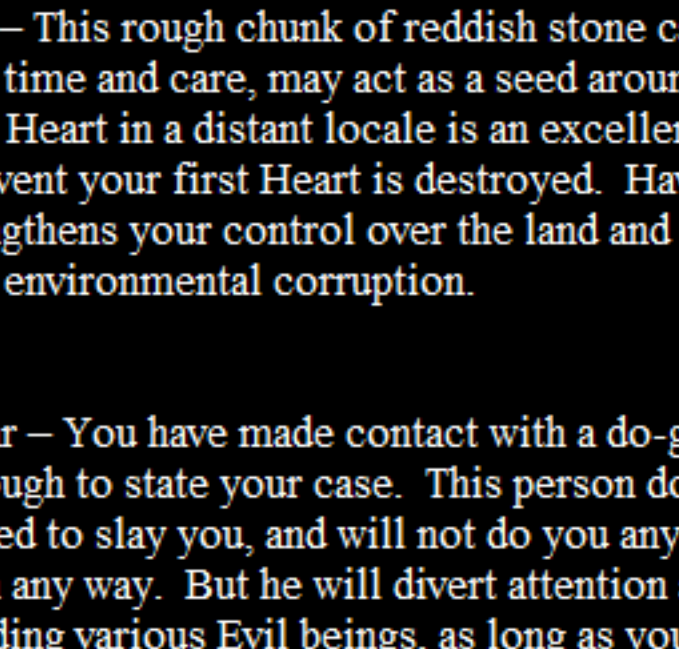
Workshop – When fed by a steady supply of mana, these ancient machines come alive and become as effective as a modern assembly line. An attached storeroom already holds a large stock of various raw materials and some finished mechanisms.

Temple – Staggeringly beautiful and maddeningly disturbing, not a single speck of dust mars this room. Here the Dark Gods will hear supplications and receive sacrifices. A Keeper will more easily attract potent and monstrous minions, and seems to enjoy small but noticeable strokes of luck, as long as the Dark Gods are kept happy. But should you fail to live up to their expectations for even a moment, the Temple allows the Dark Gods to breach the barriers that normally keep them from influencing the mortal realm and send plague and ruin upon you with ease.



Training Room – A combination exercise room, arena, and armory, subtle spells woven into the walls speed learning of physical skills. Training dummies and obstacle courses fill this cavern, damage and ancient bloodstains speaking of the forces once mustered here. Your minions will grow strong and vicious through practice here, and even animals will gain noticeable benefits from this place.

Lair – A large and comfortable cavern suitable for habitation. This option includes a farm, and though all the plants and animals that once existed here are long dead, the enchantments that ensure that animals and crops breed and grow with unnatural speed are still intact.



Perks

You are entitled to a single free Perk. You can buy more at a cost of 1 point each.

Horned Reaper in a Pit – In the Dungeon, the mightiest of unholy creatures lays imprisoned but ready to serve the cause of evil once more. On the upside, he can flip cars, run like a cheetah, and laugh off heavy-calibre rounds. The downside? He's a FUCKING HORNED REAPER.

Indestructible Walls – The structure and (to a much lesser degree) fixtures of your dungeon are infused with mana and require a truly insane amount of force to breach.

Requires Crystal Heart.

Aesthetics – All Dungeon Hearts are programmed with a standard dungeon design template of rough-hewn stone and 10x10 sections with only minor variations, but yours is unique. Design a theme as vague or detailed as you please, and everything you control will be slowly altered to match. The theme manifests as aesthetic conformance, environmental conditions, and minor magical effects. Every surface and suit of armor manifests your personal heraldry, the tunnels are always cool and filled with fog, or an illusion of the night sky plays across the ceilings, for example. These changes will never impair the functionality of your dungeon, nor can they be actively directed to attack intruders. Excessive and extravagant changes can be a serious drain on your mana flow.

Requires Organic Heart.

Maido Maleficarum – This demonic maid is bound to serve the owner of the Dungeon Heart, whoever it may be. Capable, intelligent and knowledgeable on an assortment of occult topics, she will excel in any task you assign, though she is only of low-middling power compared to other infernal entities, and is by no means invincible. Though she swings on the side of evil, she is a professional who cares more about a job well done and your skill as a Keeper rather than your morality.

Piece of Heart – This rough chunk of reddish stone came from a destroyed Dungeon Heart, and with time and care, may act as a seed around which a new Heart will form. Hiding an extra Heart in a distant locale is an excellent insurance policy, allowing you to survive in the event your first Heart is destroyed. Having multiple active Hearts in closer proximity strengthens your control over the land and amplifies your powers, at the cost of more potent environmental corruption.

Sympathetic Ear – You have made contact with a do-gooder, and managed to avoid getting smote long enough to state your case. This person doesn't have the authority to call off those determined to slay you, and will not do you any favors he suspects will advance the cause of Evil in any way. But he will divert attention away from you, and slip information your way regarding various Evil beings, as long as you stay on the straight and narrow. (Or at least give the appearance of doing so.)

Subtle Corruption – All active Dungeon Hearts have a noticeable effect upon the environment, making natural forces more destructive and society in general more chaotic. Your Heart manifests its presence in less obvious ways, causing an increase in general weirdness. Odd phenomena grow much more common, such as haunted houses and strange lights in the sky, or behavioural quirks and incomprehensible dreams among the populace.

Meddling do-gooders, foolish rivals, and excuses to flog the minions

You must take at least 1 option from each of the following 3 sections. Each option grants points with which to purchase additional Keeper Powers, Facilities, Perks, and Minions.

Meddlers – This van of teenage mystery seekers and their dog are famous in certain circles for investigating mysteries and debunking urban legends, and your paths have just crossed for whatever reason. They have a knack for showing up at just the wrong moment and while only slightly more capable than the rest of humanity, their disappearance or death would draw a great deal of attention. +1 point

Everyman – A cop who's seen too much strangeness to ignore, a man who lost a family to something that crawled out of the darkness...there are many such people in the world. Whoever they are, you're in their sights. While no expert on the supernatural, they're tough, determined, seem to be always watching, and will come down on you **hard** the moment they're certain that you're a servant of Evil. +2 points

Young Keeper – This fat bastard is, like you, a newly-minted Keeper. Close enough geographically that your growing territories will eventually meet, he'll declare war on you for the sheer joy of it. He's a thug and a bully, but has enough hired muscle and cheap firearms that you can't just ignore him. While he has the odd cunning plan, there's not much strategy behind what he does. +1 point

Rival Keeper – The one who slew your Heart's previous owner, this man of wealth and taste spends his days among high society, and spends his nights committing casual acts of brutality upon anyone unlucky enough to catch his eye. He's got money and he knows how to use it. The profession killers on his payroll are packing high-end equipment and black-market magical gear, while his pet witches hex and vex anything that gets in his way. He's an old and cagey fighter, and this won't be his first war. Once he realizes that 'the one that got away' is active once again, he'll push all else aside and become fixated on finishing the job. +3 points

Obvious Corruption – The land rots and plants wither, while people grow twisted and violent. The power of your Heart is clear, but you might as well put up a sign indicating your presence. To the forces of Goodness, the creation of such a blight upon the world is a veritable declaration of war, and even mundane authorities will pay close attention to this strangeness. Expect escalating opposition from all manner of would-be heroes trying to locate the origin of the rot and stop it. +5 points

Micro-piglets – The damage to your Dungeon heart produced a curious phenomenon. A pig-shaped bundle of gnarled thorns appears at random times and places in your Dungeon and gnaws upon anything it can reach. While it may be merely annoying to find your couch has been chewed up, the piglets are fully capable of damaging traps, devouring treasure, and will even take the occasional bite out of the Heart itself. Make you can spare the minions to slay them whenever they appear. +1 point

Hunters – These are grizzled monster slayers and genre-savvy chosen ones. Some have connections in high places or unique resources, and they know what to look for. Some of them move through political circles, others camp out with a telephoto lens and pick out minions for fatal 'accidents,' while others have enough chutzpah and power to throw down with a nascent Keeper in a straight fight in their own Dungeon. +3 points

Ancient Order of Goodness – The big leagues. The army of light. They're on a mission from God, kicking ass and taking names for the lord. This bunch has saved the world many times over, slaying Keepers and monsters by the bushel. Make no mistake, they exist whether or not you take this flaw. Not taking this flaw only means that you're not *currently* a target of their ire. +5 points

Feral Keeper – Maybe this Keeper is a monster of some sort, or began as a human but was twisted into his new bestial form by Evil magic. It's impossible to tell at this point, and likely irrelevant. What matters is that he commands a horde of mutated animals that move with far more cunning and organization that should be possible. +2 points

Ancient Keeper – Centuries old and a terror even outside of his Dungeon and without his minions, this Keeper's humanity and sanity has slipped away long ago. Now, everything from his minions to enemies to even the Dark Gods he offers rote platitudes and offerings too are all merely resources to be used, pieces to fit into his grand design. As long as his mad plan proceeds uninterrupted, time is of little concern. After all, if each battle isn't suitably dramatic and poignant, what's the point? +5 points

The Determinator – You don't know how he managed it, but this champion of goodness has achieved a measure of immortality. A fanatic, he will throw himself at you again and again, uncaring of the many deaths he will suffer at your hands. You can burn him, break him, imprison him, drive him to gibbering madness, it doesn't matter – whatever is left of him will vanish and reappear hale and healthy at the next sunrise. A dangerous nuisance on his own, he'll pass along what he learn about you to other do-gooders. All Do-gooders are now slightly more dangerous. +2 points

Divine Opposition – For whatever reason, a Dark God has marked you as an enemy. Such beings cannot affect the mortal realm directly, but will be generous in lending its favor towards those who seek your end. All enemy Keepers are now slightly more dangerous. *Cannot take Temple.* +2 points

Minions

A verbal oath to serve you (or mere submission, in the case of lower animals) is sufficient to bind a creature to your will. A minion cannot knowingly betray you, but they can twist the wording of orders and make tiny gestures of defiance if inclined. It takes an immense amount of anger towards you for a binding to be broken, and the particular weaknesses and failings of said Minion can be exploited by others to aid this process. You're able to gather 5 points of minions to your side before your first enemy appears, and may purchase more with points. You may purchase you same option several times to represent massive swarms of beasts, armies of the undead, or the capacity to support many magical minions at one time.

Scum of the Earth – The homeless and desperate, gangbangers, petty criminals...these rejects of society have sought safety in your employ. Of dubious loyalty, unreliable, and unskilled, they have little to offer but their lives. *Requires Scavenger Room* 1 point

Doers of Dirty Deeds – Maybe you want a security system disabled, a business infiltrated or a troublemaker discredited in the public eye. These men and women have talents in various technical, scientific or larcenous fields. *Requires Scavenger Room and Workshop* 2 points

Mystically Inclined – Weekend Satanists abound, but these would-be warlocks have some actual magical power in their fingertips. Intelligent but ill-suited to front-line work, these Minions provide valuable magical support through arcane research, the casting of lesser hexes and the creation of petty magical items. *Requires Library* 3 points

Smooth Operators – These are the rogue ninja masters, untraceable thieves, and assassins with scary nicknames. Their skills are superb, the cost of their service exorbitant, and their loyalty...negotiable. Still, when you need the impossible done, there's no one better for the task. *Requires Leftover Treasure* 4 points

Undead – An old standby, these rotting carcasses will shamle forth at your command. Unable to follow anything beyond the most basic of instructions, they will nonetheless tirelessly pursue your enemies with rotting teeth and grasping hands. Undead cost nothing to maintain and will decay to uselessness over time, but are easily replaced. *Requires Library* 1 point

Golem – Tireless, fearless and perfectly loyal. Not too bright, sadly. Unliving matter animated in your service, Golems are the Terminators of the magical world. Though very costly to make and repair, it takes military-grade weaponry or mystic power far beyond the common practitioner to inflict any real damage upon one. *Requires Crystal Heart* 5 points

Phantom Forces – With a snap of your fingers and the expenditure of mana, almost any kind of creature you can imagine will spring into existence to defend you. With extensive practice and a greater investment of power, you can even imbue your creations with supernatural powers of their own. Sadly they are fragile and a single good hit or incantation is enough to dispel them. Easily replaced and customizable, maintaining more than a handful is a severe drain on even a Keeper's mana reserves. *Requires Organic Heart.* 3 points