

# Summary

In this world, there is a Labyrinth. People from all over enter it fully knowing that the only way out is to complete it. Those who do however bring with them powerful artifacts and items that give them god-like power. Those that have come out of the Labyrinth have brought about change to the world. As more and more beings conquered the Labyrinth, tensions began to rise amongst them. Since these "Gods" could live for hundreds upon thousands of years, they've begun to overcrowd the world. When this tension finally overflowed, conflict ensued, plunging the world into chaos. Wars broke out, landscapes changed and even entire races went extinct. After some time for some unknown reason, Gods stopped coming out of the Labyrinth. And eventually, the Gods killed each other off and the era of chaos ended. Our story takes place 400 years after the last god perished. With people continuing to enter the Labyrinth, our story follows a group of particular individuals who, instead of bringing change to the world, will unknowingly change the Labyrinth forever.

## World

### Domains

The Labyrinth is made up of 15 domains, each with its own climate and culture. These domains are split into the Upper World, where the gods now reside, and the Lower World,

1. Lower World
  - a. Jachtbos
    - i. The first domain of the Labyrinth, a heavy woodland area reminiscent of classic fantasy worlds.
  - b. Ikalgia
    - i. A jungle with vicious and deadly monsters. Its culture is based on Mayan culture and mythology.
  - c. Nasahara
    - i. A vast desert where its civilization is centered in a large city full of commerce. Its culture is based on Egyptian culture and mythology.
  - d. Traumwelt
    - i. A dark and gritty world divided by humanoids and monsters. Based on European culture and mythology.
  - e. Krenthrios
    - i. A vast world that combines wide mountain ranges and vast plains. Based on Greek and Roman culture and mythology.
  - f. Morztrum

- i. This domain is made up of small islands divided up by a vast and dangerous ocean. Based on Norse mythology and Pirate culture.
  - g. Reruha
    - i. The final domain in the lower world. Based on Japanese culture and mythology.
  - h. Midpoint
    - i. Where the world tree resides, drinking its ichor sap bestows the powers of gods.
- 2. Upperworld
  - a. Stoomenance
    - i. A highly technological domain where most gods reside in peace. Inspired by the steampunk genre.
  - b. Grangea
    - i. A combination of harsh climates where those who wish to continue honing their magic and might go.
  - c. Himmelor
    - i. This domain is made up of multiple sky islands where those who wish to improve their musical and other creative talents go.
  - d. Battle of the Gods
    - i. The supposed final domain before the end point. Where the forces of good and evil are locked in a never ending battle. Based on World War 1 and 2 times.
  - e. Wasteland of the Strong
    - i. As the name suggests, the strongest and most dangerous gods reside here, along with the gateway to the underworld. Inspired by the western genre.
  - f. The Underworld
    - i. The largest domain in The Labyrinth where the souls of the dead and eldritch creatures reside. Inspired by the lovecraftian horror.
  - g. Endpoint
    - i. The final domain of The Labyrinth, where the overlord of The Labyrinth resides.

Each of these domains has a patron god who rules over the domain, setting laws and shaping the culture of the domain. But their main job is to oversee trials for those who wish to progress through The Labyrinth.

# Mechanics

## Currency

There are two types of currency found in the Labyrinth, Gold(gp) and Electrum(ep).  
There is no weight limit on currency

- Gold
  - Used for everyday purchases
- Electrum
  - An exclusive currency
  - Usually used when dealing with highly valuable goods (Exquisite and higher)
  - Worth 5,000gp
- Translating prices from dnd books:
  - 1 cp = 1 gold
  - 1 sp = 10 gold
  - 1 gp = 100 gold

## Items

Throughout the labyrinth, there are a ton of items that vary in quality. They are grouped into 3 categories: Armor, Accessories, and weapons, and 5 tiers: Common, Refind, Exquisite, Masterwork, and Legendary.

Items can be upgraded in two ways; First, they can be taken to a Mystic or Blacksmith to upgrade the physical or mystical properties. Or they get stronger after use or practice during downtime(naturally combat upgrades it faster).

- All regular weapons and armor can be upgraded to Masterwork

## Types

### Weapons:

There are tons of weapons the player can choose from. From basic swords to more unique weapons such as fans or a bow that turns into daggers.

A player can have two sets of weapons they can swap to as a bonus action. For example, you can swap between a bow and an axe as a bonus action as long as they are both equipped. Swapping to a new weapon in combat requires an action.

- 2 weapon sets

### Armors:

A player can only have one armor equipped at a time. Not only will it protect the player from harm's way, but it can have unique effects such as transformation or special resistances.

- 1 armor set

### Accessories:

Accessories are the broadest category among the three in terms of both the type of item and effects. A player can have the following equipped:

- 1 headpiece(helmets, masks, etc.)
- 2 body pieces (capas, coats, etc.)
- 1 arm pieces(Gauntlets, gloves, etc.)(some won't work unless both pieces are equipped, making mixing and matching somewhat limited)
- 1 leg piece(Boots)
- 2 necklaces
- 3 rings

## **Rarity**

### Common

- 1 feature
- 1-2 LVL spells

### Refined

- 1 main feature
  - 1 minor feature
- 2-4 LVL spells

### Exquisite

- 1 main feature
  - 2 minor features
- 4-6 LVL spells

### Masterwork

- 2 main features
  - 2 minor features
- 7-8 LVL spells

## **Artifacts**

**Legendary** items (also known as artifacts) are the rarest items in the labyrinth and are known to give the user god-like abilities. To wield one, the user must "soul-bind" to the item.

As the user gets stronger, so does the artifact. Whenever the player hits level 4,8,12,16 and/or 19, the artifact will get stronger, gaining improved stats and maybe even a new ability.

## **Cursed Items**

- Always will require attunement or soul binding
- It will be highlighted red to show it's cursed

- Can be discerned by using identify or attuning to it
  - Magic shop owners know this spell and will discern it for a price

### Quest Items

Marked by a (?) mark at the end of the rarity, these are hidden **Masterwork** items that are incomplete or lost most of their power. They will require the owner to bring this item back to its full power. Either by finding and restoring the pieces(*strings of coccopelli*), completing a series of tasks(*The belt of 12 Labors*) or by giving it power(*Blackblade*)

- Require Attunement
  - Cannot be attuned to two incomplete quest items

### Aspects

- Aspects are unique gemstones of varying power that can be applied to items to grant new features to the item. Make an arcana check to find out the effects it would have on certain items (takes 1-3 hours)
  - There are 3 ranks:
    - **Common**
      - Non glowing, clear gemstone
      - 12,14,16,18
    - **Refind**
      - Clear gemstone with a small glowing orb inside it
      - 15,16,18,20
    - **Exquisite**
      - Glowing gemstone
      - 17,18,20,25
- Simply put, they are additional features that can be put on items
- A blacksmith can apply an aspect to an item of the same rarity or one under. The new items rarity will be based on the higher of the two.

### Aspect Synergies

Certain Aspects can combine with each other or with the item itself, creating a new enchantment all together.

- Determined by dm
- This can be a catalyst for the item to move up a tier