

# Celestial Dungeons

## Purpose of the Dungeons

In addition to creating humanity, the Gods worked together to form the Celestial Dungeons; a network of magical locations across Remnant endowed with a unique power. The God of Light designed the dungeons to provide opportunities and knowledge for those who served him, while the God of Darkness designed them to grow the powers of destruction and lure in unsuspecting victims to their doom. Each obeyed the rules of balance, providing opportunity for the other to achieve their goals.

The Celestial Dungeons were not usually “dungeons” in the traditional sense. They were designed as windows into wondrous and magical adventures that a rare few of sufficient purpose and strength could embark upon. Those who overcame the challenges would reap their fair rewards, and those who failed would die or watch their terrestrial causes diminish in problematic and meaningful ways.

## Treasures & Rewards

As part of the balance forged between light and darkness, the God of Light ensured that every dungeon could spawn valuable treasures to reward the victorious. The more danger and certainty of death a dungeon posed, the greater the rewards were for surviving it. However, rewards are only provided when there is a real danger. When the dungeon is considered “complete” (safe to enter and use, no adventure available) it will not provide rewards.

Treasures typically appear when the adventure of a Celestial Dungeon has concluded. However, they may appear along the journey in places they would sensibly be, such as an enchanted grimoire sitting on a necromancer’s desk in his office. Treasures cannot be “missed,” however. If you failed to acquire a treasure during the mission it will still spawn at the end.

Each participant receives a set of equal rewards. If someone receives a treasure they already own they can instead choose receive a different upgrade of equal value; often in the form of magical currency, such as a Token. See the Dungeon Rewards for more details.

If a party enters the dungeon with fewer members than the suggested size, the value of rewards that would have gone unclaimed will instead be evenly distributed between the remaining party members. If a participant dies in the dungeon, their rewards are not provided to anyone.

## Dungeon Gates

Every Celestial Dungeon has a “dungeon gate” and a “dungeon hub.” The gate is a large, elaborate, beautiful vaulted door that will only open for those capable of greatness. Furthermore, it is shielded by mental magic that makes most people blind to it. Few people will ever take notice of the gate without extensive exposure or someone pointing it out to them, and fewer will be capable of making it open.

Each gate contains symbols that provide insight into the nature of the dungeon. This includes the dungeon’s aspect (creation, destruction, knowledge, or choice), the dungeon’s threat rating, and the dungeon’s allowed party size. These symbols are not commonly recognized, but someone capable of opening the gate will be able to read the symbols intuitively before entering. Even if the symbols are ignored, the appropriate warnings can be provided by the dungeon genies that initiate the adventures.

If the gate is opened, it grants passage into a special room known as the “dungeon hub,” where the dungeon’s powers can be activated. Only the dungeon’s gate can allow entrance to this room. Magic will resist all other attempted forms of intrusion.

## **Participation**

Opening a dungeon gate can be done at any time, as long as one can pass the threshold of worthiness to do so. However, one can only participate in a dungeon's adventure if the dungeon is not in the "completed" state. Once a dungeon is completed, its genie will feel fulfilled and refuse to initiate new adventures. However, over time, the forces of darkness will have sufficiently recovered from the previous events. When this happens, the genie will feel compelled to allow a new adventure to an arriving party.

Adventures are also limited to a specific number of participants. The dungeon genies will only grant passage to a number of participants equal to or less than the dungeon's maximum allowance.

## **Dungeon Aspects**

Each dungeon is assigned to one of the four primary aspects: creation, destruction, knowledge, or choice. Each aspect of dungeon also has its own unique type of dungeon artifact and genie.

### **Dungeon Artifacts & Genies**

Dungeon artifacts are extremely powerful magical items created by the Gods. Each artifact has its own beautiful and elaborate iconic design, with subtle unique differences between each dungeon. Dungeon artifacts can never be removed from the dungeon hub. If attempted, they will immediately phase out and return back to their appropriate location.

Each dungeon artifact contains a genie that serves the dungeon. To awaken the genie, one of the dungeon's participants must interact with the artifact, generally by touching or holding it. Each genie has its own unique personality, but that personality is strongly based on the nature of the dungeon's aspect.

Once awakened, the genie will confirm whether or not the user wishes to embark on the dungeon's adventure. If the user agrees, the genie will provide a specific set of instructions on what must be done to complete the adventure successfully and what must be avoided. A portal will then be summoned next to the party. The party can step through the portal and safely appear at the appropriate location to begin their adventure.

### **Dungeon Portals**

Any portals created by the dungeon will have mental wards that make them go unnoticed by others (with a few rare exceptions), and are generally placed out of anyone's view when conjured. Only the dungeon's participants (and some who can see magical energies) can see the portals. Furthermore, only the dungeon's participants can interact with and use the portals; this is magically enforced by the dungeon genies.

Once a party completes an adventure, the genie will summon a return portal at an appropriate destination for the party. Return portals will be created even if an adventure fails, although not until the appropriate consequences have occurred (often death for one or more of the participants). The portal will remain available for a few hours in case the party doesn't want to return right away. If the portal disappears, the party will have to find their own way back to the original dungeon to claim their treasures and rewards. Return portals that linked to other realms will not disappear until all remaining living party members have returned to Remnant.

### **Dungeons of Knowledge**

Dungeons of Knowledge contain a glowing lamp artifact that awakens a brilliant, knowledgeable, wise female genie. It hovers above its seated position until held. When an adventure starts, the genie tells a story and reveals lore about an important event (or series of events) happening somewhere on Remnant, and what the party must do

about it. A portal will then be summoned to an appropriate location.

The results of the adventures from a Dungeon of Knowledge will directly affect Remnant. Successes will result in positive results that were aligned with the party's agenda. Failure may result in significant consequences to the detriment of Remnant. The degree of consequence will be in proportion to the threat rating of the dungeon and the scale to which the party failed (e.g. entire villages may be destroyed for failing to stop a major Grimm threat).

### **Dungeons of Creation**

Dungeons of Creation contain a staff artifact that hovers in a vertical alignment above the ground. When held, it awakens a creative, inventive genie (usually male). When an adventure starts, the genie will describe an adventure involving another realm. The realm may be another world where someone (or something) is in need of help, or it may be a simulation in a bubble dimension created just for the party. A portal will then be summoned to an appropriate location.

### **Dungeons of Destruction**

Dungeons of Destruction contain a sword artifact that hovers in a vertical alignment at arm's height and slowly spins. When held, it awakens a genie with a strong war-like personality (military strategy, physical strength, etc). When an adventure starts, the genie will speak to the participants as though they are soldiers about to enter a war-zone, and describe the destructive force or threat that has emerged and needs to be dealt with.

These threats may be occurring in Remnant, in other realms, or in a simulated bubble dimension designed exclusively for the dungeon party. Every adventure involves a significant combat threat: dealing with monsters or monster lairs, Grimm armies, large-scale war scenarios, attacks on fortifications, etc.

### **Dungeons of Choice**

Dungeons of Choice contain a crown artifact that will hover above its seated position. When touched, it awakens a wizardly genie with philosophical insights and great wisdom. When an adventure is prompted, the genie will offer two or more sides of a story that is happening somewhere in Remnant and allow the dungeon participants to ask questions related to the situation. When the party has no further questions, the genie will ask how the party would like to intervene.

The adventures provided by the Dungeon of Choice allow the individuals to decide how they want to proceed. Any of the sides involved may have strong elements of being right, wrong, or anything in-between. In some cases people may think there's clearly a "good side" and at other times it might be much more morally gray. There may be many ways to intervene, so it's up to the party to pursue a path for results they'd like to see happen. Once the party has chosen, the genie will then describe the merits on which they'll be judged and provide the instructions for the adventure.

These adventures have direct consequences in Remnant, so the party's choices are important. These dungeons are the most likely to provide morally gray challenges, such as stealing or assassinating targets for the "right" reasons.

### **Genie Teleportation Network**

Any party member that was responsible for successfully completing a dungeon's adventure gains access to that genie's "teleportation network." The genie can be summoned and will teleport the individual to any other dungeon they have completed. This means that completing dungeons around Remnant provides the user with a sort of portal network or fast-travel system.

# Celestial Dungeon Setups

## Demographics

Each dungeon has different rules for how many people can enter at once. There is a distribution of how common each type of dungeon is.

| Dungeon Type      | Adventurers     | Percent |
|-------------------|-----------------|---------|
| <i>Solo</i>       | <i>1</i>        | 40%     |
| <i>Dual</i>       | <i>2</i>        | 15%     |
| <i>Team</i>       | <i>4</i>        | 15%     |
| <i>Squad</i>      | <i>8</i>        | 10%     |
| <i>Battle</i>     | <i>12 or 16</i> | 10%     |
| <i>Raid</i>       | <i>20 or 24</i> | 5%      |
| <i>Large Raid</i> | <i>32</i>       | 5%      |

## Dungeon Threat Ratings

| Rank     | Moderately Safe For                | Possible By                       | Threat Modifier      |
|----------|------------------------------------|-----------------------------------|----------------------|
| <i>1</i> | <i>Average Huntsmen</i>            | Junior Huntsmen                   | +0.4% per completion |
| <i>2</i> | <i>Superior Huntsmen (top 15%)</i> | Talented Huntsmen (top 30%)       | +0.3% per completion |
| <i>3</i> | <i>Master Huntsmen (top 0.2%)</i>  | Elite Huntsmen (top 3%)           | +0.2% per completion |
| <i>4</i> | <i>Legendary Huntsmen</i>          | <i>Master Huntsmen (top 0.2%)</i> | +0.1% per completion |
| <i>5</i> | <i>Legendary Maidens</i>           | <i>Legendary Huntsmen</i>         |                      |
| <i>6</i> |                                    | <i>Legendary Maidens</i>          |                      |

The higher a dungeon’s threat rating is the better the rewards will be. Each rank is balanced for a full party of adequately-equipped and suitably talented participants for that challenge, but with the expectation that roughly half of the participants are a tier below the first half. Fewer participants can join a dungeon adventure than allowed. This balances a risk in return for a larger number of distributed rewards.

As an adventurer defeats more dungeons of a given rank, the dungeons within that rank may get slightly more difficult each time. This is represented by a “Threat Scale.”

The “Threat Scale” refers to the scale of threat the dungeon poses between its official rank and the rank above it. The scale scores a value between 0% and 100%, with 100% representing that the dungeon is as difficult as the rank above it at base difficulty. The Threat Scale is determined by calculating the average number of dungeon completions (of that dungeon rank) that the current participants have completed, and multiplying it by the Threat Modifier.

*For example, if an adventurer has completed 10 Rank 1 dungeons, they would be at +20% Threat Scale for any Rank 1 Solo dungeons they enter. If they completed 50 or more Rank 1 dungeons, they would be at +100% Threat Scale for any Rank 1 Solo dungeons they enter; and thus the dungeon would be as difficult as a Rank 1 Solo dungeon.*

## Dungeon Ranks

There are six ranks of dungeons. Each dungeon is clearly marked with a symbol that represents its rank, and the dungeon genie can explain these difficulties to any adventurers that approach.

Rank 1 dungeons are still too dangerous to typical humans. It would require the skill of Junior Huntsmen, or those of approximate talent, to have a reasonable chance of completing the dungeon's challenges. They have the least amount of Grimm activity surrounding them, and it may be possible for citizens to randomly cross their path on occasion.

Rank 2 dungeons are dangerous to most Huntsmen. The top 15% of Huntsmen can probably beat these dungeons consistently, and the top 30% of Huntsmen can probably survive with a little luck or decent strategy.

Rank 3 dungeons are extremely dangerous. Even veteran Huntsmen will generally avoid these dungeons due to the threats involved. Survival rates are extremely limited, as is any information about them. Master Huntsman can probably survive, but are unlikely to try due to the risk. Elite Huntsmen (top 3%) can probably survive it with a luck or excellent strategy.

Rank 4 dungeons are so dangerous that even legendary Huntsmen have very few historical records of survival. At this rank of dungeon, the rewards for successful completion are significant.

Rank 5 dungeons essentially requires a prodigy whose power exceeds that of the legendary Huntsmen of recent history. Ozpin theoretically possesses the power required to beat these dungeons, but he has two souls; this forces him to act as two participants in every dungeon he participates in, and he has thus refused to attempt dungeons with this threat rating.

Rank 6 dungeons should be considered final boss battles for player characters. The GM can decide what sort of challenges and rewards apply here based on the growth of previous dungeon ranks. It is expected that even legendary characters must use powerful enchanted items and may need to spend powerful consumable items (earned in previous dungeons) to survive these dangers.

## Dungeon Corruption

Over time Celestial Dungeons return into a state of corruption and dark energy, favoring the God of Darkness and his work. This usually takes several years or decades, but the transition is inevitable unless the area is permanently purged; an extremely rare event that requires special magic.

Corrupted dungeons cause the area to attract Grimm and spawn Grimm pools, proportional to the threat rating of the dungeon itself and how much NU (negativity units) it generates. Grimm pools near the most dangerous dungeons spawn some of the deadliest Grimm in Remnant.

Completing a Celestial Dungeon's adventure converts the "ownership" of the dungeon to the God of Light, which keeps the area peaceful and aligned with creation. All Grimm pools from the surrounding area will be removed, Grimm will no longer be attracted to the area, and the dungeon will no longer generate NU (negativity units) into Remnant.

Collectively, the Celestial Dungeons will generate roughly 6 billion NU per year when all of them are corrupted.

| Dungeon Rank | Total # in World | Negativity Units Generated | Regenerate Amount | Cost to Reduce by 1 Rank     |
|--------------|------------------|----------------------------|-------------------|------------------------------|
| 0            | 4                | -                          | -                 | -                            |
| 1            | ~ 300            | 250k / Year                | 80 / Year         | Sacred Ember III, 1 Ambrosia |
| 2            | ~ 400            | 500k / Year                | 40 / Year         | Sacred Ember III             |
| 3            | ~ 500            | 1m / Year                  | 20 / Year         | Sacred Ember IV              |
| 4            | ~ 600            | 2m / Year                  | 10 / Year         | Sacred Ember IV              |
| 5            | ~ 500            | 4m / Year                  | 5 / Year          | Sacred Ember V               |

|   |       |            |          |                 |
|---|-------|------------|----------|-----------------|
| 6 | ~ 200 | 10m / Year | 2 / Year | Sacred Ember VI |
|---|-------|------------|----------|-----------------|

## Purged Dungeons

A Celestial Dungeon can be “purged” using Sacred Embers and Ambrosia. Each time the appropriate expense is paid, the dungeon’s threat rating diminishes by one rank, eventually reducing it to zero (fully purged).

Once a dungeon is purged, it will be permanently aligned with the “God of Light” and the forces of creation. The dungeon will be replaced by a small haven with beneficial enchantments that reflect the original threat rating of the dungeon. The individual that purged the dungeon can speak with the dungeon genie to influence the enchantments that will be established. The rules of the dungeon can be changed to significant degrees.

Throughout his lifetimes, Ozpin purged four rank 6 dungeons in their entirety. He spent ambrosia to acquire the most powerful Sacred Embers where needed. The purged dungeons, under his new rules and special enchantment requirements, became the four vaults for the Huntsmen Academies that would later protect the four relics.

## Ozma and Salem’s Past with the Dungeons

Ozma spent many lives adventuring in the Celestial Dungeons to protect the realm, cleanse the corruption, and collect resources to combat the forces of darkness. With two souls, however, he counted as two participants. That made it impossible for him to do solo dungeons, and significantly harder to achieve success at higher ranks. He was able to cleanse the dual dungeons through the rank 4 ratings, but has never attempted any dungeons of rank 5 or higher.

Through his successful dungeon campaigns, Ozma was able to collect and produce many of the world’s most impressive enchantments, wonders, and artifacts using his earnings. For a time, he’d nearly purged the Grimm entirely from some areas of Remnant. He spent countless resources defending Remnant from its many dark forces.

Salem knew that Ozma’s adventuring in the dungeons was extremely problematic for her goals, so she sought ways to counter it. She eventually discovered a way to seal the dungeon gates, preventing anyone from entering the dungeons; particularly Ozma. Without the ability to adventure in the dungeons, and with Salem’s efforts causing other problems, the dungeons returned to full corruption. This left Remnant in a precarious situation. Over time, the Grimm began to grow in strength and number, slowly overflowing beyond what Remnant’s inhabitants were capable of dealing with.

Ozma tried unsuccessfully to undo the magic seals on the dungeon. Even the legendary Alchemists were unable to assist through the years. He knew the repercussions would be disastrous, so he began a long journey of training others to fight the Grimm and defend humanity. In time, this led to the creation of the Huntsmen academies.

The magical seal created by Salem can theoretically be bypassed by someone with an extremely rare aura or semblance with the proper insight (enabling an opportunity for player characters). The seal can be unlocked only for a few minutes, but more than enough time for a group of adventurers to pass through the portal safely.

However, Salem also altered the gates to specifically resist Ozma’s soul. Ozma has traditionally discouraged others from seeking out the dungeons due to the threat it posed. He is rightfully concerned about the repercussions and the loss of Huntsmen. He has been flexible with master Huntsmen that were suitably mature, but only within dungeons with particularly safe thresholds he knew they could overcome.

Nevertheless, Ozma acknowledges that if someone comes with the ability to unlock the dungeon seals, that their ability would make them essential to the war against Salem. However, they would also be a major target if (and more likely when) Salem discovers them.

# Dungeon Rewards

Special rewards are received for completing dungeons.

## Ambrosia Coins

Many dungeons reward Ambrosia Coins; one of the most enticing rewards for anyone participating. These are provided in addition to any other rewards the dungeon provides.

| Rank | Ambrosia Reward                                           |
|------|-----------------------------------------------------------|
| 1    | None.                                                     |
| 2    | Participants have a 5% chance to receive 1 Ambrosia Coin. |
| 3    | Participants receive 1 Ambrosia Coin.                     |
| 4    | Participants receive 3 to 5 Ambrosia Coins.               |
| 5    | Participants receive 10 to 20 Ambrosia Coins.             |
| 6    | Participants receive 50 to 100 Ambrosia Coins.            |

## Dungeon Map

The completion of one's first Celestial Dungeon will reward the user with a Dungeon Map. The Dungeon Map is an alchemical item that can be treated like a digital map (zoom in, pan, etc). It reveals the location of every dungeon you've defeated and the territories that it affected. It can also show pinned locations of new dungeons you haven't defeated. This is an excellent way to navigate to other portals or track down additional dungeons.

After any dungeon completion, the Dungeon Map will reveal a few new dungeon locations that the user has not completed and which are considered 'active' (i.e. not completed, the dungeon genie will initiate an adventure).

The locations revealed will include:

1. The nearest dungeon of one rank higher than the current dungeon.
2. Three dungeons of equal rank to the current dungeon. One is chosen randomly between the nearest five candidates, one is chosen randomly between the nearest twenty candidates, and one is chosen at random anywhere in the world (but which requires an equal number of participants as the current dungeon). These are intentionally designed to be less convenient to access than the first dungeon revealed.

There are alternative ways to acquire knowledge of dungeons, but it may be difficult to acquire. A very small number of researchers know anything meaningful about the dungeons. There are some obscure references and mythologies behind them, and a few researchers can give you those insights or lead you to rumored locations.

## Teleportation Reward

Upon completing a dungeon and purging its corruption, the dungeon genie is willing to teleport those who completed the dungeon to other dungeons they've completed. As such, completing a number of dungeons through the world would grant a form of fast-travel.

## Primary Rewards

There are three primary rewards given by a dungeon. The first reward is equal in tier to the rank of the dungeon, the second reward is equal in tier to one rank below the dungeon, and the third reward is equal in tier to two ranks below the dungeon.

For example, a rank 2 dungeon would offer a tier 2 reward, a tier 1 reward, and a tier 0 reward.  
Any reward that equals tier 0 or lower is just a completion trinket or something else with no significant value.

Several rules apply to the primary rewards that are earned from the dungeon:

| Rule                          | Details                                                                                                                                                                                                                  |
|-------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Assignment Type</i>        | If the reward has a “Choice” option listed, there is an X% chance the user can select their reward from the available options. In all other cases, the result is randomized between the available options.               |
| <i>Lower Tiers</i>            | Every reward tier can be considered twice the value of the tier below it. For example, a tier 4 reward can be split into two tier 3 rewards. Dungeons automatically split reward like this 35% of the time, if possible. |
| <i>Enchanted Items</i>        | When an enchanted item is rewarded, it comes with an enchantment of the appropriate tier. If the user already has the item, it will instead add an appropriate upgrade.                                                  |
| <i>Item Upgrades</i>          | When an enchanted item is upgraded, the upgrade is immediately applied if the item is present. If not present, the upgrade will be applied the next time the user interacts with the item. User is informed of this.     |
| <i>No Item Repeats</i>        | User cannot be given an enchanted item they’ve already received unless they specifically request it.                                                                                                                     |
| <i>No Upgrade Repeats</i>     | Items will only be upgraded with enchantments they do not already possess, unless the user specifically requests a repeated enchantment.                                                                                 |
| <i>Elixirs &amp; Grenades</i> | Elixirs and Grenades do not count as enchanted items for the purposes of dungeon rewards.                                                                                                                                |
| <i>Required Rewards</i>       | If the dungeon cannot provide valid rewards at random, the user is given the choice of their reward. The user is still subject to all rules that still apply.                                                            |

Listed below are the random chances applied to acquiring the first or second reward:

| 1st & 2nd Reward                         | Chance | Choice | Description                                                                                                                                                     |
|------------------------------------------|--------|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Contract</i>                          | 1%     | 30%    |                                                                                                                                                                 |
| <i>Enchanted Item or Item Upgrade</i>    | 65%    | 15%    | If “Choice” is activated, there is an 80% chance the user only gains the ability to choose the item and a 20% chance they can also choose the specific upgrade. |
| <i>Elixir</i>                            | 8%     | 30%    |                                                                                                                                                                 |
| <i>Fluency Gain for Magical Language</i> | 1%     | 25%    | Provides fluency for a magical language.                                                                                                                        |
| <i>Grenade</i>                           | 6%     | 30%    |                                                                                                                                                                 |
| <i>Magical Currency</i>                  | 12%    | 25%    |                                                                                                                                                                 |
| <i>Magical Operation</i>                 | 2%     | 5%     |                                                                                                                                                                 |
| <i>Train Magic Ability</i>               | 5%     | 5%     | Includes magical gestures, gazes, movements, subconscious abilities, etc. Won’t retrain any ability that has already been learned.                              |

Listed below are the random chances applied to acquiring the third reward:

| 3rd Reward                            | Chance | Choice | Description                                                                                                                                       |
|---------------------------------------|--------|--------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>Contract</i>                       | 1%     | 0%     | If the user was given a Contract in the 1 <sup>st</sup> or 2 <sup>nd</sup> reward, the 3 <sup>rd</sup> reward becomes “Magical Currency” instead. |
| <i>Enchanted Item or Item Upgrade</i> | 49%    | 0%     | If the user was already provided with an enchanted item, the reward will instead attempt to upgrade that item with an additional enchantment.     |
| <i>Magical Currency</i>               | 50%    | 0%     |                                                                                                                                                   |

## Dungeon Treasure Bindings

Any artifact or enchanted item found in a dungeon will be bound to the first person who attunes to it. This is



generally the person who retrieved the treasure from the dungeon, but they can always choose to gift the item to someone else instead. When the attuned user dies, the artifact’s enchantments are lost and cannot be recovered.

# Dungeon Adventures

The adventures of Celestial Dungeons are as varied as life itself. Combat typically plays a primary role in the adventures, but there are cases where situations can be resolved without it.

The following tables provide quick references to ideas for planning adventures.

| Adventure Concepts | Description                                                                               |
|--------------------|-------------------------------------------------------------------------------------------|
| <i>Acquire</i>     | Recover or obtain something, such as a valued artifact.                                   |
| <i>Athletics</i>   | Athletic challenges, stunts, and environmental feats.                                     |
| <i>Capture</i>     | Capture a location that is currently occupied by enemy forces.                            |
| <i>Escort</i>      | Must safely escort a target to a given location.                                          |
| <i>Exfiltrate</i>  | Escape a hostile location, prison, or other situation with additional requirements.       |
| <i>Infiltrate</i>  | Infiltrate a given location using stealth, infiltration mini-games, etc.                  |
| <i>Protect</i>     | Must protect a specific building, location, fortification, etc.                           |
| <i>Puzzles</i>     | Simple puzzles for occasional mental stimulation.                                         |
| <i>Rescue</i>      | Rescue a target individual or group.                                                      |
| <i>Scouting</i>    | Scout out information and gather intelligence, such as for a target creature or location. |
| <i>Stealth</i>     | A focus on stealth-based tactics, hiding, shadow movement, assassination, etc.            |
| <i>Story</i>       | An entertaining side-story as part of the overall adventure.                              |
| <i>Theft</i>       | Mission involves a combination of infiltration techniques and acquiring stolen goods.     |

| Theme Ideas             | Description                                                                                |
|-------------------------|--------------------------------------------------------------------------------------------|
| <i>Alchemy</i>          | Facilities and workshops with alchemical enchantments, potions, etc.                       |
| <i>Bandits</i>          | An invasion of bandits, helping bandits, participating in bandit heists, etc.              |
| <i>Black Market</i>     | A criminal network with plentiful opportunities to acquire illegal goods and services.     |
| <i>Chase</i>            | Athletic chase, vehicle chase, vehicle escape, getaway, etc.                               |
| <i>Competition</i>      | Sports events, athletic competitions, combat competitions, etc.                            |
| <i>Coven</i>            | A coven of magic users that is working toward a collective magical goal.                   |
| <i>Criminal Guild</i>   | Thieves guild, assassin guild, etc.                                                        |
| <i>Criminal Network</i> | Criminal networks, locations, people, operations, etc.                                     |
| <i>Cult, Evil</i>       | An evil cult that is actively seeking to serve a dark evil.                                |
| <i>Cult, Religious</i>  | A cult serving for the purposes of a religious ideology, often an extreme one.             |
| <i>Cult, Secret</i>     | A secret cult attempting to infiltrate a part of society.                                  |
| <i>Cult, Undead</i>     | A cult that serves an undead force, such as a lich.                                        |
| <i>Dungeon, Monster</i> | A dungeon filled with monsters.                                                            |
| <i>Dungeon, Undead</i>  | A dungeon filled with undead creatures and environments.                                   |
| <i>Heist</i>            | Elaborate heists, dangerous heists, noble heists, etc.                                     |
| <i>Labyrinth</i>        | A large underground labyrinth filled with beautiful (but bizarre) rooms.                   |
| <i>Lair, Monster</i>    | A monster lair in a meaningful environment: abandoned mine, large burrow, nest, cave, etc. |

|                       |                                                                                                            |
|-----------------------|------------------------------------------------------------------------------------------------------------|
| <i>Mercenary Work</i> | Defense contractor, hired for a job, etc.                                                                  |
| <i>Org. Conflict</i>  | A battle between organizations, corrupt organizations, criminal enterprises, etc.                          |
| <i>Pirates</i>        | Pirate lairs, caves, ships, crews, drunken fits, etc.                                                      |
| <i>Prison</i>         | Prison escapes, breakouts, capturing, rescuing, etc.                                                       |
| <i>Politics</i>       | Political disputes, government conflicts, rival villages and tribes, dangerous elections, corruption, etc. |
| <i>Ruins</i>          | Ruins of castles, towers, fortresses, ancient sites, temples, burial chambers, dungeons, etc.              |
| <i>Spycraft</i>       | Participate in espionage, spy on targets, deal with political issues, gather intel, etc.                   |
| <i>Steampunk</i>      | Steampunk environments, steampunk devices and artifacts, golems, mad scientists, tinkerers, etc.           |
| <i>War</i>            | A war between rival tribes, villages, bandits, etc.                                                        |

| <b>Supplemental Themes</b> | <b>Description</b>                                                                                         |
|----------------------------|------------------------------------------------------------------------------------------------------------|
| <i>Bluff Checks</i>        | Opportunities to attempt to bluff your way through a situation, or to improve your odds.                   |
| <i>Chase Scenes</i>        | A chase, either away from a target, or toward a target. Includes a good environment for a chase.           |
| <i>Grappling Paths</i>     | Spider-swinging grappling-hook paths for athletic stunting and semi-flight mobility.                       |
| <i>Flight Paths</i>        | Includes flight paths through the environment.                                                             |
| <i>Obstacle Course</i>     | A course or track-like scenario where good athletics and stunting is required.                             |
| <i>Secret Paths</i>        | Secret doors or pathways that offer unique opportunities, exploration, stealth, short-cuts, treasure, etc. |
| <i>Shadow Movement</i>     | Dark shadows during night to allow for stealth movement and ambushing opportunities.                       |

| <b>Combat Styles</b>     | <b>Description</b>                                                                              |
|--------------------------|-------------------------------------------------------------------------------------------------|
| <i>Aerial</i>            | Engage opponents in aerial warfare, equipped with some sort of flight or levitation mechanism.  |
| <i>Arena</i>             | Combat takes place in an arena or battlefield-like environment.                                 |
| <i>Artillery</i>         | Opponents possess artillery that will be used against you and your allies.                      |
| <i>Assassination</i>     | A targeted assassination, generally requiring stealth or deceit until finished.                 |
| <i>Battle</i>            | A single battle, often involving a large number of troops.                                      |
| <i>Boss</i>              | Combat focuses on a boss, often with multiple minions supporting.                               |
| <i>Coordinated</i>       | Involves doing coordinated combat with other party members.                                     |
| <i>Dungeon Clear</i>     | Must assault a monster lair, dungeon, etc.                                                      |
| <i>Fortified Assault</i> | Must attack and overtake one or more fortified location such as a tower, trench, fortress, etc. |
| <i>Fortified Defense</i> | Must defend one or more fortified positions such as a tower, trench, fortress, etc.             |
| <i>Fortified Enemy</i>   | Opponents are heavily defended such as inside trenches, towers, fortifications, etc.            |
| <i>Obstacle</i>          | Combat takes place with a large number of obstacles for cover and strategic placement.          |
| <i>Stealth</i>           | Combat that primarily involves stealth-based tactics, evasion, ambushes, etc.                   |
| <i>Survival</i>          | Survive against waves of monsters in a tower-defense style of scenario.                         |
| <i>Swarm</i>             | A style of combat that deals with a large number of opponents.                                  |
| <i>Tactical</i>          | Combat involves strategy and tactical decisions.                                                |
| <i>vs. Aerial</i>        | Opponents primarily attack from aerial positions.                                               |
| <i>vs. Melee</i>         | Opponents primarily engage in melee combat whenever possible.                                   |
| <i>vs. Ranged</i>        | Opponents primarily attack from ranged positions.                                               |
| <i>vs. Stealth</i>       | Opponents are highly trained in stealth and ambushing tactics.                                  |
| <i>vs. Strategic</i>     | Opponents are highly strategic, often lead by tactical experts and skilled field leadership.    |
| <i>War</i>               | Mission involves a war-like scenario, likely with armies. May require leadership.               |