1. The "feel of chaos" at the end of Monsters is both another chaos seed and a shard. Richter will gain an Orc chaotic vassal. This new vassal will become Caulders replacement and train the troops hard.  
     
   2. Richter will outlive the curse, but die before he gets the wand  
     
   3. Richter will use the core to upgrade the Dragon's Cauldron, but regret not using it for the Mana Storage blueprint instead  
     
   4. Roswan will fall for TamyTui and neglect his DK duties or make a sex room  
     
   5. Randy will disappear and Mama will step up  
     
   6. Some buildings will get done, but it won't be all that we know needs to be done already  
     
   7. The MV will get to level 2 and level 3  
     
   8. The kobolds will unite under the "golden idol" Richter found after meeting the Tefliom Queen  
     
   9. Hisako won't have her portal ready and will ask for help  
     
   10. The hearth tree will become a vassal  
     
   11. Yoshi will die  
     
   12. Richter won't be able to use full light armor  
     
   13. Alma won't carry Richter yet  
     
   14. The kobolds will have a bank  
     
   15. The kobolds will become a vassal and cause a rift with the Hearth tree and Randy  
     
   16. When the MV reaches level 2 by completing the catacombs, reaching level 3 only takes 1 easy quest. This upgrades all the existing buildings including the core buildings.  
     
   17. A library is demanded and built.  
     
   18. Roswan creates a dungeon entrance in the Library to have secret rendezvous with TamyTui  
     
   19. The scolls of monster attraction are placed around the dungeon defenses to capture bigger monsters  
     
   20. Roswan places dungeon entrances in the way of invading armies  
     
   21. Roswan gets the summoners ring for building rooms  
     
   22. Roswan builds an alchemy room using the core alchemy set, a bacon room, a mining room, a bedroom, a fairy room, and a death trap room  
     
   23. The dungeon builds an armory room, a water level, a garden room  
     
   24. The dudgeon connects with Talos  
     
   25. Richter builds the mana storage building in a dungeon room  
     
   26. The dungeon connects to the hall of elementals and Randy leaves without notice and looses Companion status  
     
   27. Randy returns and his evil alignment is replaces with Chaos +5 and he becomes a chaotic vassal  
     
   28. Elora gives birth to a new queen who does not swear allegiance to Richter but does swear to a new potential enemy  
     
   29. The MV gains 2 more domain vassals  
     
   30. The mine connects to the Mother Eater  
     
   31. The Mother Eater kills Yoshi and Richter kills it.  
     
   32. The mine is filled with amazing resources  
     
   33. Richter meets the dungeon core one last time  
     
   34. Richter chooses a new MV specialization  
     
   35. Futan evolves and insists on giving Richter the "tour" of the catacombs and reveals several secret rooms and abilities  
     
   36. Sion gets married  
     
   37. Richter falls for Leandra  
     
   38. A sea war occurs  
     
   39. Hisako dies  
     
   40. Sion rules the Hearth Tree
2. 41. The Barrow Dungeon connects to the Ancient dungeon in the MV lands  
     
   42. The scholars study the mini-Stonehenge and help build a replica in a Room in the Barrow where Richter can use the Fairy Water  
     
   43. The map fragment is added to Richter's map  
     
   44. The God node connects all continental Dungeons  
     
   46a. The magic core is used to create a casters chamber  
     
   46b. Alternatively, A mana collection room is added to the Dungeon and the Core is used to create the Mana Storage building with the blueprint in this room  
     
   46c. The Core is used to create a Library - what would this do? Maybe finish a lot of research that is already known by the present professionals  
     
   47. Richter starts a Chaos seed war that allows him to claim thousands and thousands of Chaos points that he uses to buy all his Chaos Lord levels  
     
   48. Richter is able to use the Hammer/Ax found in the treasury due to his limitless ability. This exposes his ability to Krom and causes a rift  
     
   49. The MV fixes the Bat roost and it gains the special Dark leveled building bonus for matching the ley line  
     
   50. A vampire joins the MV and lives in the Bat Roost  
     
   51. The Goblin cook from Rosey's place is given the disguise ring (to stop problems) and becomes the master chef of the MV  
     
   52. The portal connects to The Twins  
     
   53. The portal connects to the Behemoth slime  
     
   54. The portal connects to the Map Fragment location  
     
   55. The portal connects to a Bank  
     
   56. The Skaths live in the moat  
     
   57. Beyan grows in power and challenges Richter with an army of undead  
     
   58. The Kinder convince 5 new tribes to join  
     
   59. The Serrated Mountain Dwarves pledge allegiance to Richter  
     
   60. A chest filled with Chaotic shards is found
3. 61. A casters chamber allows Richter to sell, combine, and alter spells and skills to get his list down to a reasonable amount of spells he will always use.  
     
   62. The core buildings will merge and add functionality such as core level crafting and construction  
     
   63. The catacombs become an actual castle
4. 64. Richter puts the dead 3-eyed rodent into the well of offering  
     
   65. Richter puts all the Werm types into the well of offering  
     
   66. Incoming Adventurers to the Barrow are enticed to add things to the well of offering  
     
   67. The additional taxes on the Barrow are not put in place in time and much is lost  
     
   68. The laws are not written down and pronounced and there are repercussions with the Kinder stealing a lot  
     
   69. The noxious poison is used as a distraction to get the wand. Richter uses it on himself to get into the Treasury of the Orcs  
     
   70. Richter uses the Core and his Golem to create an MV guardian.  
     
   71. Richter feeds his guardian to the well of offering  
     
   72. Elora is captured by Ronin and the Quickening almost dies, then de-levels, then Elora is saved and the Quickening levels to 3.
5. 73. Star Zenia stops working and Richter gets, let say 12 ladies pregnant. That's a hell that he hasn't seen yet. I think it could kill the series though. Let's say it happens and he gets out of the caretaking by using a form of Shadow clones and MV support.
6. 73. Build a farm room in the dungeon to create foods that can be exported  
     
   74. Feed the Cure All potion to the Dragon's Cauldron  
     
   75. Build the mana storage inside the Dungeon  
     
   76. The MV leveling provides a shield  
     
   77. The lair that Richter ends up in at the end of Monsters is actually a Dungeon and he finds a node.
7. 78. More official jobs are assigned. MV alchemist, MV animal trainer, Diplomats and Spys, Caulder's Orc Chaos Vassal replacement, etc.  
     
   79. Richter awakens everyone that is loyal and creates a new policy to do this monthly  
     
   80. Richter creates a village administration council to make decisions while he isn't there  
     
   81. Richter gives Futan rights so he act as his "power of attorney" and delegate considered acts while Richter is gone  
     
   82. The scholars make copies of the chaotic spirt scroll and Richter gives one to Randy  
     
   83. Richter awakens Randy  
     
   84. Richter awakens Alma (why not try)  
     
   85. Richter awakens the Kobolt King  
     
   86. Richter awakens all the sprites including Hisako, Sumiko, Yoshi and others  
     
   87. Richter uses his saved up Free Sea of Chaos purchases (I think he has 3 that he hasn't used)  
     
   88. Richter uses the Core Upgrade on the Dragon's Cauldon  
     
   89. Richter uses the new Core to create a Library  
     
   90. Richter unlocks multiple levels of Professional known research by gaining the legience of Mama's band of refusges  
     
   91. Richter asks Randy to help kill Ronin  
     
   92. Richter asks for A LOT more help (his biggest downfall? stubborn pride?)
8. 93. The Sprite professionals bring blueprints for a Tree Apartment Complex. Richter uses Unconventional Materials and substitutes wood for stone. They house everyone with a lot of room to grow. They build this into walls.  
     
   94. They install a Bell or some other way to Sound the Alarm  
     
   95. A professional weaver uses the Spider web sack to create War Banners for each war band and the Barracks.
9. 96. Richter cast Akaton Evolution on Alma  
     
   97. Alma captures her own Psi Crystals  
     
   98. Mama and Randy setup maximum efficiency of Jobs after Mama swears allegiance  
     
   99. Mama won't swear allegiance until something dramatic happens like Randy comes out of the proverbial closet which he can not due until we becomes a Chaotic vassal and resolves his last assassination's quest that he can't tell Richter about but Richter finds out and helps Randy succeed which removes the Evil +1 alignment allowing Randy to eat the Fruit of the Quickening and this progresses his Chaotic alignment to +5.  
     
   100. Mama is Randy's nurse maid  
     
   101. Richter summons the Chaotic Evil Spirt from that Sea of Chaos scroll and then uses Akaton evolution of it  
     
   102. Richter Tames the Dungeon Harbinger again.  
     
   103. Richter gets Chaos points at a critical moment from Heman's final death upon resurrection and opening the surprise Richter left for him  
     
   104. Richter never gets stuck under ground again... so boring.
10. 105. Use unconventional materials crafting to help a MV weaver (job?) to create a template for Fight Spirit banners out of the Spider Web Egg.

A Dungeon Puzzle Room and a Riddle Room.  
  
Richter Learns Thought Magic and Psionic Skills.  
  
Alma will eventually gain the Ability to Learn Skills.

Increase in his DragonKin Mark.  
Gain a New Mark in something.  
Discover where Modera has disappeared too.  
Kill Modera and discover wether that is enough to settle the Blood Vengeance Mark.  
Learn Thought/Mind Magic and possibly basic beginner Psionics.  
Learn more Fire Magic Spells.  
  
Learn some Sub-Skills for Sword, Mace and eventually Unarmed Combat (and possibly more Bow and a Crossbow &/or Slingshot Sub-Skill), especially one's that are powered by Ki/Chi, Mana or Stamina. Possibly even a Sub-Skill for Armour & Shields in time as well.  
Learn more Combat Techniques, especially for Long Blades, Unarmed Combat, Staffs/Staves(/Spears), Bows and maybe Whips.  
  
Hopefully Learn a version of basic Flesh Enchanting and Blood Magic Crafting Skills.

Finds another enemy who can detect his stolen memories technique.

A room for the death penalty to be carried out.  
A slaughter house was one of my first suggestions. That could help fill its blood desires.  
A room of chaotic change. Defined as a room with magical items embedded powerful enough to cause magical growth in any creature dwelling in it for a specific period. I still believe that strength of magic, density of ambient magical energies, and duration of exposure is a significant formula to enact change on all things in this series. Even though such a formula has not been specific expressed we have repeatedly seen the outcome of such events.