**Dungeon Manager**

In this game set in a rich fantasy world you play as a priest who was fired from his position at the Empire’s central church. He then was out job hunting so that he could pay for his inn fees, he got a job at a black company ‘CLL LIVE’. The position was for ‘Building Manager’ & without reading the terms & conditions he signed the contract and on his 1st day he came to realize the job opening was for a Dungeon Master. After going through the contract multiple times he found a loophole which stated, ‘All entities in the dungeon are subject to the conditions of the contract so long as they are within the boundaries of the dungeon.’ This meant the contract would be nullified if he could escape.

We see our hero now as he attempts to escape the dungeon however he did not realize till after he left the dungeon control room that he can no longer use his clerical powers as there is thick air of mana in that fills the dungeon which interferes with magical powers & poisons everything that is not an inhabitant of the dungeon. Fortunately, there are a lot of players(noobs) venturing into the dungeon who load up on health potions without realizing they needed to bring antidotes or any poison resistance equipments hence you will always find potions lying on the ground that may have dropped from upper levels as this dungeon is pretty low maintenance & idk some creepers blew up & no one was responsible enough to fill it with dirt.

Each floor has a door, with multiple locks, leading to the upper levels; however, the CEO forgot to give you the skeleton key to open them & now you have to find several keys scattered across the floor while avoiding hostile monsters on each floor that don’t know you are their new boss so they will treat you like adventurer scum & try to kill you (although most of them are dumb & can’t find their way around the dark mazes of the dungeon, some of them, skeletons, can’t even see).