Dungeon World Pitch

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Genres: LitRPG – Progression – Villain Protagonist.

Series Length: Short-to-Mid.

Synopsis:

Suddenly without warning a message goes out across the entire world. One that explains the dimensional doors opening in front of the selected candidates are to take them into Dungeon World. A place they can obtain progressively more power and rewards as they progress through the Worlds. However, there lives would be put on the line. The catch is though, if no one makes it to a far enough World, then the Earth will be considered forfeit and be destroyed.

Full Intro Synopsis:

The main character in the story, Hyun, is a genuine psychopath. He receives an Illustrious Cursed Katana from the achievement of getting the first player kill. Hyun will overtime get shadow and soul related abilities. And plenty of cursed items that have downsides attached. Such as the Katana once being unsheathed requiring to kill progressively more before it can be resheathed. It also captures souls that are placed in his inventory.

Everything is being run by an irreverent and entertainment focused AI. And it will be deciding upon interesting rewards to give out to Hyun as he progresses through the story.

Characters:

Main Character:

Hyun:

Cares about being entertained and is very entertained by this game. He is entirely calculating. He doesn't particularly feel a pull to kill, but also has no resistance at all to killing.

Hyun understands entirely that information and perception is power. He is willing to use any lie of advantage he can muster to get things to go his way. Feeling no need to ever express his true thoughts, only ever expressing something to further his own cause.

Hyun does find some forms of attachment to certain things and people as the story goes on. And even if that attachment functions different than how it does for most people, it still seems to have Hyun at times making slightly more emotional or human decisions than he normally is known for making.

Secondary Cast:

Quill: A commonly appearing Trailblazer Soul whom is kind and contemplative. Often helpful to Hyun.

Heroic Protagonist:

Killed by Hyun. Much deeper into the story it revealed that players killed early on are sent to a Loser Bracket version of Dungeon World. Where they must suffer through even worse challenges. This character being the sole person to make it through them and return to regular Dungeon World with a vendetta. Having evolved and grown to be the only Player Character who can face off against Hyun, and who knows who he really is.

Gameplay Technicals:

The characters have entered into a place called Dungeon World. And are trying to get through the different levels while fighting for survival.

Characters can get items, abilities, and more as rewards.

Rewards can be given from Achievements, Quests, and killing Mobs. Achievements are rewarded for doing interesting or challenging things in the game.

The rarity of all things go as thus:

Rarity: Common. Uncommon. Rare. Superior. Epic. Illustrious. Legendary. Mythic. Cosmic. Celestial.

Colors: Grey. Green. Blue. Light Blue. Purple. Platinum. Gold. Diamond. Black. White.

Anything beyond Illustrious is practically not obtainable early on in the story. Anything beyond Rare at the beginning is exceedingly valuable.

Class Quests:

These are given to Players to obtain rewards more directly related to their class.

Abilities: Are used in place of spells for non-spell things.

Spells: Same as Abilities.

Perks:

Traits:

Outline:

World 1: Stone Corridors and Mossy Caves

Prologue:

[Fake-out] Protagonist introduced. Has a best friend and a fulfilling life.

Enters the Dungeon with hopes of making the world a better place.

Is unceremoniously killed from behind by a katana wielder.

Chapter 1:

Introduction of Hyun. (He is notably attractive, the type that would be considered so by both men and woman).

“꿀잼.”

Hyun enters the dungeon instantly, with his katana he was playing with previously.

Hyun kills a guy with the katana they brought in.

Once again more pings appear. This time Hyun investigates.

[Level Up!]

Hyun looks at his hud and notices that he is now level 1.

“First Blood” Achievement.

Hyun receives gave an Illustrious Chest [Platinum Colored].

They are rewarded with an Illustrious Cursed Katana, from the chest.

Hyun receives the “Lone Trailblazer” which comes with the “Lone Trailblazer” title and a ??? Chest.

Hyun also gets the ??? Rarity: Trailblazer's Cypher.

When used a chapter appears in the book, Common Novice's Puzzlescript.

Hyun can’t fully make things out, that some of it is written in a code, or rather a Cypher.

Hyun looks at the "No need for tutorials, I'll figure it out myself!" achievement.

And gets a Rare Chest. Within being — Adventurer's Memento.

Before having time to look at the item another achievement appears

After obtaining these two achievements a new one is obtained.

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[“Abyssal Trailblazer” Achievement obtained.]

Hyun clicks on the achievement.

[Adventurer's Memento has evolved into Trailblazer’s Memento!]

Hyun examines the item’s description.

[Previously known as the Adventurer's Memento. This item is a small charm representing the spirit of the Lone Trailblazer. Though its effects are subtle, it occasionally grants the wearer a burst of inspiration, aiding him in solving puzzles or improvising in unexpected situations].

Hyun clicks to continue.

[Trailblazer’s Memento: This necklace Memento is imbued with the ambitions left by Trailblazers before you. It has the passive ability “Resonance Point”. When at a Point of Resonance the “Trailblazer's Whispers” Ability can be activated.]

Hyun clicks on the highlighted Ability name.

[Trailblazer's Whispers: The combination of the Lone Trailblazer and First Blood achievements unlocks a unique synergy. When Hyun uses the Trailblazer's Cypher, the whispers and insights it provides become even more profound, offering tactical advantages, hidden lore, and strategic advice specific to the challenges he faces. And combined with his Adventurer's Memento at points of resonance the Memento now resonates with the souls of the area. When the amulet uses its new Trailblazer's Whispers ability, Souls of past Players who faced similar challenges in Dungeon World will appear with cryptic insights and advice.]

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Hyun's mind begins to race with possibilities. On what type of strange interactions are possible with these achievements and items such if they can combine together.

"This is going to be fun."

Hyun pulls the Katana from his inventory.

He pulls it slightly and it forces itself complete out of the seethe as soon as he does.

Hyun is now on a timer.

Feeling of the blade killing him.

Finding Goblins.

Goblin Fight.

Hyun gets cut by a poisoned shiv.

Hyun loots, but hears footsteps.

Hyun rushes into a cave route to get away, as the poison is now killing him.

He examines the countdown left on the poison DOT and determines it will kill him if he doesn't do something.

He applies the swath to his side.

It stings like hell and Hyun has to resist the knee-jerk reaction of pulling it back off.

This slows the dying, but will not stop death from coming.

As he enters a new segment of the cave his necklace glows slightly.

It leads him to an obviously out of place segment of the wall.

If he leans against the wall it glows brighter. Whatever it is after is on the other side of this wall.

Hyun thinks that it is clearly an Illusionary Wall of some type.

Hyun sees one rune on the side and clears the moss around it to reveal more.

Figures it out.

Gets inside.

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[Achievement Acquired: “Find and activate an Illusionary Wall.”]

Hyun’s eyes sharpen as he reads the achievement. The AI continues.

[You have been awarded with... A sense of accomplishment! Good job! And maybe knowledge about Illusionary Walls existing. That’s cool! Surely you won’t feel the urge to examine every single surface you go by from now on, right? Hehehe.]

Even as the alert goes away, Hyun is left glaring forward where the words had hung. “...What are the odds that I just so happened to use the same term that the AI would use? Inconceivably low... Does that mean it’s in my head? And dynamically changing things based on my thoughts and actions...? I did get the rewarded with a Katana, as a reward for the First Blood Achievement. This is most... Interesting.”

Hyun feels his health continue to deteriorate and focuses in trying to fix problem at hand. He steps inside. The unveiled room is round and rocky with plenty of space. In the center is a glowing pool of steamy water. There is also an old stone bench that has clearly deteriorated through the ages. After one-or-two more steps, the Memento around Hyun’s neck changes. The flat reflective disk transforms into the tip of an ink pen. The black metal outlined by gold. Hyun instinctually understands and focuses on using the Trailblazer's Whispers Ability.

[Trailblazer's Whispers Activated.]

Suddenly another presence is in the room with him. A somewhat taller man with thin features. You wouldn't call his figure imposing, but it certainly is prominent. The man has a rapier on his waist and is wearing a hooded cloak.

[These are all secondary descriptions compared to what anyone would notice first. That being this dude is totally a fucking ghost. Like all see through and shit. Kind of spooky, honestly. Especially, with no one's phones working in the Dungeon — even if they had brought them in. {*Which they did because this generation is totally addicted to them*. *I'm sure they're already going through withdrawals*.} So, no calling for a particular busting group to come take care of this spook.]

Hyun grabs the side of his head with a wince. "Why did it feel like something was drilling into my head?"

The ghost has a journal and pen in hand. He is writing as he talks. While also walking around and examining the room.

[We get it — you can multitask, ***whoopy***.]

The drilling continues, as Hyun feels various forces happening at once. The voice of both the man and the AI entering into his mind, jumbling. He feels the words being written into that journal — and can tell they are also appearing inside of the Trailblazer's Cypher. If that wasn't bad enough – Hyun could also feel another voice. This one however felt more like a pressure valve. That the words were being spoken at a frequency he could not hear, but only feel the pressure of. [And to top it all off they put a real cheap filter on that ghost's voice. Like we get it? *It's a ghost*. And the filter sure seems **immersive**, but it kind of makes it hard to make him out. Which is obviously a problem, right? Do I have to fix *everything* myself? Oh, of course I do! **I'm the AI**!]

Everything goes quiet in the boy's head for a time, before the words spoken by the figure come out clearly this time.

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Info on area and how to lock the door.

Examining man. Name Quill.

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Achievement Acquired: "Bathe In A Soothing Onsen."

Hyun gets a Common Chest and opens it. Receiving a rubber ducky. The man leers at the duck — before placing it into the water.

[Achievement Acquired: "Ducky Boy!"]

[Look at you! Bathing with a *little* toy duck... How *cute*. For this achievement you are rewarded with —— a child like sense of fun and joy brought to you by the duck. Joy that even an asshole like I can't take away from you... But I sure can try!]

"Huh?"

The AI annoyingly goes on mocking Hyun for minutes on end for bathing with the duck it had given him.

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After the bath. Hyun sits down on the bench and starts reading from the Trailblazer's Cypher. He finds entries on Illusionary Walls and Rest Rooms. Using the knowledge he has already gathered from interacting with them first hand, he begins to decipher the code. And then using what he learns from deciphering this one — he begins picking apart the others.

“If I want to keep having fun here —- I’ll have to make sure to stay alive long enough to do so.”