



There is a rumor, a rumor about a haunted manor on the outskirts of town. There's times when youngsters dare each other to go to the manor, but nobody really goes there... except you it seems. You entered the manor and ended up cursed! Stripped to only your body mod, can you escape this dreaded manor!?

Take **0 Choice Points** to fund your adventures.

## Starting Location

*You start at the Halls of sorrow and make your way until the Shudder Shade Study.*

### Halls of sorrow

The first place you arrive at after entering the manor, you'll find many ghosts that deal physical damage, but all in all it's not that problematic.

The one controlling this area is the self proclaimed "King of ghosts", he can create false clones of himself and call wraiths to his aid!... Though rumor has it the wraiths don't respect him too much.

### Ember cellar

The manor's cellar, filled with pipes and boilers, this place it's heated! And quite literally considering many of this floor's enemies have a fire affinity.

The one controlling this area is quite the hotheaded ghost, the Fire spirit.

### Undead library

This floor is quite the dusty place; there are giant spiders and toxic critters everywhere!

The one controlling this area is none other than the crazed bookworm, the Necro Witch, be careful of her skeletons.

### Dinette of doom

This floor is filled with food!... It seems a little contaminated though... I also heard there's a broken pipe or something around here, be careful not to end underwater!

The one controlling this area is the glotonous Phantom worm, his body links can shoot toxic sludge projectiles and protect his head.

### Botanical ballroom

This floor is filled with plants and pumpkins; there are also some fiery enemies. I don't think plants and fire a good combination...

This floor is under the control of... Jack. Jack is quite the jokester; he's able to control plants and seems to carry pumpkin bombs.

### Shudder shade study

Filled with books and candy making equipment, this study will have a combination of all types of ghosts previously found. Not only that, but there are 2 decorative armors that will periodically shoot projectiles at you.

The final floor is controlled by none other than the Phantom king! He has attacks that cover most of the "battlefield" & he can do all types of damage... But you can't help but wonder, just who is this mysterious being?

## Origins

### Explorer [Free]

You came from outside, a Ghost hunter, a coleccionist, or a lost child it doesn't matter. Your objective is to escape the manor.

### Ghost [Free]

You are another ghost from the manor, spooking any poor sod you meet. Your objective can be either help Explorers escape the manor (and try to not get yourself killed because of it), or slaying them.

## Perks

*Origins get their 100cp perks for free and the rest are discounted to 50%.*

### General [Undiscounted]

#### Spooky tunes [Free]

From now on you can hear a musical theme in the style of Candies 'n Curses that fits your current situation.

#### Brave cookie [100 CP]

While you may be scared, you will always be able to go through your fear to do what needs to be done (like trying to defeat a big ghost to survive/save someone). In other words it doesn't make you immune to fear, but instead makes you immune to its usual downsides, like freezing in place.

#### Teachings from the Candy & Phantom Kings [400 CP]

You seem to have learned from both the Candy King and the Phantom king about the making of the various Candies and Curses found in the manor. You will need a huge amount of "sweet stuff" (that can be simple sugar to "sweet" situations like a wholesome moment), a considerable amount of "bitterness" (same as the previous one), and a special component. This special component could be the scales of a dragon, a divine blessing, a poisoned skull, or something similar. The higher the amount of effort, time, and resources put into one candy the better it will be. When making a curse you can add a good side to cut costs.

Examples:

- Vast amounts of "sweetness" + dragon scale = fire resistance candy
- Vast amounts of "sweetness" + everlasting embers = Fire step candy
- Vast amounts of "bitterness" + dragon scale = fire vulnerability curse
- Vast amounts of "bitterness" + always cold ice = Slipping curse
- Little amount of "sweetness" + ice = Cold candy
- Little amount of "bitterness" + heat = Slight sweating curse
- Small amount of "bitterness" + dragon scale + yeti hair = Fire vulnerability & ice resistance curse

### Explorer

**Parkour [100 CP | Discounted for Explorer]**

You're really good at evading those ghosts huh? Now you can jump over obstacles quite easily & you'll be able to push through foes in the case of them surrounding you (though you'll take some damage).

**Chain meter [200 CP | Discounted for Explorer]**

You can now start a "chain" whenever you slay your opponents. You'll be able to maintain this chain as long as you keep slaying opponents, and if you maintain the chain for long enough small pink heart shaped objects will start to appear around you. Only those you designate your allies (and yourself) will be able to interact with those, and when touching them you are healed by a small amount.

**Great senses [400 CP | Discounted for Explorer]**

You're able to sense what ghosts & hazards are in close by rooms. This could help you identify what ghosts are there, and to not get surprised by a ghost waiting for you in front of the door.

**Ghost Artificer [600 CP | Discounted for Explorer]**

You learned to fight fire with fire. Now you can extract and utilize ectoplasm from ghosts. This ectoplasm can be utilized to improve your weapons, charms, armor, among others. The improvement won't be a simple "stat increase" but it will also enhance their abilities, perhaps a sword will allow you extract more ectoplasm from their victims, a flamethrower's fire will be much more difficult to put off, or maybe a charm that before summoned a simple bat to help you now gives you a bat that can put entire Halls ablaze.

**Ghost****Intangible [100 CP | Discounted for Ghost]**

You're able to go through walls! Though you won't be able to just exit the mansion like that... also you're not able to see what's on the other side until you cross the wall... and the specialized weapons from the explorers can still harm you...

**Elemental affinity [200 CP | Discounted for Ghost]**

Choose between fire or poison (Can also choose blast (which counts as physical but with more damage) if you have the "Curse crushing" drawback), all/some of your attacks do that type of damage.

**Hazard [400 CP | Discounted for Ghost]**

You can create "hazards", maybe you shoot a projectile or maybe you leave a slippery puddle after phasing through walls, if you have an elemental affinity you're able to use it in the hazard. With effort you could do bigger things, perhaps you make a water cup start spewing water until a whole room is flooded, but after a while you'll get too tired to continue the effect with the room returning to normal.

### **Boss power! [600 CP | Discounted for Ghost]**

You're on the level of a floor boss, this comes with the obvious benefit of being quite powerful, and the disadvantage of the Phantom king putting more on you...

Common advantages of the bosses are:

- Temporal Invulnerability, after which you'll become so tired you won't be able to move for a second.
- You'll be able to take 5 times the amount of damage you could before.
- You'll start moving & attacking slightly faster the more damaged you become.
- And if you have hazard your ability will become much stronger and cover much more ground.

## **Items**

*All origins get their 100cp perks for free and all other purchases for that origin discounted by 50%.*

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

### **General [Undiscounted]**

#### **Flashlight [Free]**

You get a flashlight, the special thing about this flashlight is that it can dispel ghosts if you flash them with it!... That's it.

If you desire it you may instead have a "Firefly lantern" or the "Buster blade 9000" for 100 CP.

#### **Alternative weapon [200 CP]**

If just a flimsy flashlight doesn't cut it for you, then for 200 CP you get either the "Atomic fenix MX", "Pulverizer MP40", "Torchfly lantern", "Virusfly lantern", "Scorch blade 9000R", "Blight blade 9000X", or the "Gorger's lamp".

#### **Secret weapons [400 CP]**

There are secret weapons hidden in the manor, weapons infused with the power of the floor's guardians. You were quite lucky when finding one. [Can only have 1 weapon, it's bonded to you and only usable by you, and if companions want to purchase this they have to choose a different weapon]



- King's beacon: A bulky flashlight that holds the power of the Ghost King. Anyone who wields this weapon will be bestowed kingly power, wearing a spectral crown that gives them the right to rule over Wraiths. It's never been spookier to be king!



- Hot head's chamberstick: A candle burning with the flame of the Fire Spirit. The hottest of all flames, it engulfs its holder in ghostly fire enhancing their fire resistance, and protects them with a ring of 5 fire wisps. If you've ever wanted to be as cool as the Fire Spirit, this is your chance!



- **Necro scythe:** A scythe imbued with the Necro Witch's dark magic. Raise the dead as you send ghosts to the world beyond. The only thing it can't do is make you a better dancer. (Slaying ghosts has a small chance to summon a bubblegum skeleton companion and when they perish a poison puddle made of bubblegum appears below them.)



- **Worm light:** A flashlight constructed from one of the Phantom Worm's body links. Channel your inner worm and be the leader of your own personal chain of candy critters. It also makes a great reading light. (Every six foes defeated, a projectile-shooting bonbon that trails behind you is summoned.)



- **Jack'o slash blade:** A blade forged from the remains of cursed garden shears. A bit of Jack's laughter has been trapped inside its steel, so every slash is sure to give its wielder a chuckle or two. It's also a great tool for flinging bombs at your enemies. (Every six foes defeated it creates a candy bomb. The activation of three bombs activates a powerful vine attack.)



- **Phantom's Lantern:** The ultimate lantern. A piece of the Phantom King's core is locked away inside this powerful relic, forever burning with a cursed flame. Each orb represents a different part of the Phantom King's essence: greed, rage, and cunning. When they come together, the omega power is unleashed! (Slaying 5 ghosts charges one of the candy spheres. Once all spheres are charged, the speed of the lantern rotation greatly increases temporarily, and firing large projectiles in all directions. By slaying 15 ghosts while in Overdrive you will unleash a Sugar Storm.)

## Explorer

### Rations [100 CP | Discounted for Explorer]

Haven't you wondered how (four eyes) survived for 3 years in the mansion? Well you won't have the same problems with these self replenishing rations. There's always enough for 1 person.

### Item & Character logs [200 CP | Discounted for Explorer]

This is a quite useful little notebook, it has the ability to give you information on any foe you've defeated & any item you received. From any abilities they possess, to possible weaknesses, and even a little of history that you wouldn't have known otherwise.

### Image of a loved one [400 CP | Discounted for Explorer]

This image can be of your crush, a family member, etc. The important thing is that no matter how bad things are going just a glimpse at this photo will keep you going no matter what, you could be trapped for 3 years inside a haunted mansion and you won't forget them, you won't give up, and hopefully, you'll find a solution to your problem.

### Hunters society [600 CP | Discounted for Explorer]

It seems you have managed to impress the hunter society with your ghost slaying exploits, such so that they have agreed to give you a branch all of your own of the organization... Though you'll probably need to leave the mansion to make use of it. This organization will always manage to get new members which will count as followers. They'll be good supernatural hunters, and investigators, always managing to find any information regarding new kinds of monsters.

## Ghost

### Elemental staff [100 CP | Free for Ghost]

You have a staff that can shoot projectiles related to an affinity you have (after the gauntlet you'll be able to use affinities that do not appear here, like ice) and always leave some kind of hazard wherever they hit. The hazard disappears after a few seconds.

### Haunted armor [200 CP | Discounted for Ghost]

This decorative set of armor shall shoot ghostly orb projectiles to anyone that gets close to it. You can designate who isn't targeted by it.

### Special sugar [400 CP | Discounted for Ghost]

You get to choose between one of the special sugars used by the Phantom king on minions. Can be bought multiple times to get a different type of sugar. Your sugar repletes once a day.

- Blast sugar: This sugar, when given to a ghost transforms them into a Blast variant, gaining some rather explosive abilities.
- Fiery spices: This sugar is quite spicy, and gives any ghost that consumes it some fiery abilities.
- Poisonous sugar: This sugar is quite toxic, and gives any ghost that consumes it some poisonous abilities.
- Dark sugar: Experimental sweetener that's said to bring out latent darkness.

### The mansion [600 CP | Discounted for Ghost]

You get a copy of the game's mansion, filled with ghosts that are loyal to you. You can designate companions/powerful ghosts as bosses, which will prevent access into the next floor until defeated. You can also decide who can leave the mansion and who cannot. The mansion can be a warehouse attachment or have a location on whatever jump you're in.

## Charms

*These are little accessories that you can place on a weapon of your choice, after which a specific effect will trigger. The maximum amount of Charms on a single weapon is 4. Undiscounted for both origins. Each costs 200 CP.*

- Beauty Charm: Luscious lips that invoke a sense of beauty. Feel a surge of vitality with these bodacious smoochers clipped to your flashlight. (Slight vitality increase & and beauty increase)
- Virus Charm: A spooky charm resembling a skull and crossbones. It's quite toxic, so please keep it away from pets and small children. (Poison damage -0.5x, Fire damage +0.5x, slight chance to poison foe)
- Ecto-Collector: Bring along this star-shaped charm if you're a professional ectoplasm collector. (Increases the chance that defeated monsters drop ectoplasm by 3x, monsters that don't drop ectoplasm now have a chance to drop it, and finally in the case you're friends with a ghost you'll be able to extract very small amounts without harming them)

- Undead Charm: A charm in the shape of a creepy gravestone. Be one with your undeadness with this charm attached to your flashlight. (Increases vitality in exchange of halting part of your regeneration & you count as an undead for anything, the ghosts still know you're not one of them)
- Devour Charm: This soul-shaped charm is creepier looking than it should be. This little guy is just hungry! (Whenever you can give yourself a break you can choose to give this charm 10 souls, gaining a spectral defense that wears out only when attacked)
- Charisma Charm: These charismatic sparkles are sure to add an extra spark to your step, giving you a bit more time to rebalance yourself after taking a hit. (Gain a short invincibility period after receiving damage & and charisma increase)
- Swift Charm: Run faster than you could before, without the need for intense athletic training! Also boosts your endurance by just a bit. Great for gym class. (Increase speed by 1.25x, Physical damage -0.25x)
- Rally Charm: When things are looking bleak, this little charm will inspire you with an uplifting sense of perseverance. Get up and give it another go! (Survive a lethal attack with "1 HP" once a month)
- Trailblazer Charm: A fiery charm that's warm to the touch. Don't be alarmed when the bottom of your feet starts spewing flames! (Drop embers that damage enemies every 3 steps)
- Gusto Charm: Bring some much needed gusto to your soul with this hearty charm. (All healing received is worth 3x times more)
- Fortune Charm: Good Fortune will be by your side if you carry this lucky horseshoe charm with you! (Increases the chance that defeated monsters drop more materials by 3x)
- Lucky Break Charm: A 4-leaf clover shaped charm that'll bring some much needed luck to your mansion escapades. A leprechaun's favorite plant. (10% chance that you won't take damage)
- Clash Charm: Make short work of those pesky projectiles with this shiny charm equipped! Probably too good. (Destroy projectiles with your flashlight, but Projectile damage +2x)
- Anti-Venom Charm: Show your anti-poison stance with this bottle-shaped charm attached to your favorite flashlight. (Poison damage -0.5x, can cure 1 being from any poison once per day)
- Anti-Blaze Charm: Chill out with frosty charm resembling a super-chill ice cube. (Fire damage -0.5x, keeps you fresh in extreme heat too)
- Resistance Charm: Protect yourself from the elements with this nifty, shield-shaped charm. (Poison & Fire damage -0.5x, and Physical damage +1x)
- Discovery Charm: A detective's most trusted tool - now in the form of a trendy, little charm. (Increases the chances to find undiscovered items)
- Pup Charm: While you won't get help from specifically Goober, you'll get your own ghostly dog. He's too adorable not to bring along! (Summons an adorable ghost puppy with quite strong legs, whenever this puppy lands from a jump shockwaves travel a small distance away from him, and whatever he hits while jumping is in it for a forceful surprise!)
- Wing Charm: Who knew such a creepy looking charm could summon such an adorable creature? While you won't get help from specifically Churra, you'll get your own spectral bat! (The bat is quite agile and can cover itself on flame and dash in a straight line, wherever the bat passed through fire pillars will emerge for a few seconds)

- Shockwave Charm: Power-up your sneakers with this shoe-shaped charm. Everyone in the schoolyard is sure to be jealous of these killer kicks. (When landing from a jump, release shockwaves that damage enemies)
- Bubblegum Charm: Coat yourself with a shield of rubbery bubble gum with this cute charm equipped. Sure to impress even the most gum-obsessed friends! (Start every room with a bubble gum shield that takes 1 hit! Yes, this will stack with the Moonlit bubblegum)
- Vigor Charm [Requires Chain meter perk]: Stay strong and healthy with this heart-shaped charm by your side! (Heart meter drains 0.5x slower)
- Chain Link Charm [Requires Chain meter perk]: Short, sturdy, reliable, and really easy to attach to your flashlight. (Your chain won't break when hit the first time after entering a chain of 10 or more)
- Sugar Bomb Charm [Requires Chain meter perk]: An explosively delicious charm that will send your enemies into a sugary grave. (Turns your Chain Gauge into a Sugar Bomb Gauge! Get a chain of 5 to drop a sugar bomb! Chain Gauge charms will not stack)
- XP Pro Charm: For the XP obsessed ghost hunter. Level up faster and reap the rewards! (Learn and grow faster)
- Ecto-meter Charm [Requires Chain meter perk]: For the avid ectoplasm collector. More ectoplasm means more power!. (Changes the Heart Meter into an Ectoplasm Meter! Earn 30 ectoplasm every time the meter fills up by maintaining a chain of 10 or higher)
- Soul Meter Charm [Requires Chain meter perk]: For the crazed soul collector. Can't ever have enough souls! (Changes the Heart Meter into a Soul Meter! Earn 100 extra souls every time the meter fills up by maintaining a chain of 10 or higher)
- Candy Burst Charm [Requires Chain meter perk]: A powerful, candy-shaped charm that's both cute and practical. Who needs more hearts when you can destroy your foes with candy projectiles instead? (Turns your Chain Gauge into a Candy Burst Gauge! Get a chain of 5 to shoot candies in 4 directions. Chain Gauge charms will not stack)
- Lilypad Charm: A frog's best friend. In this case, a frog named Hopscotch whose hunger for souls can only be rivaled by the Gorgon's hunger for ghosts! (Goes around defeating foes, and spawns poison puddles on the way down from attacking)
- Magnet Charm: Most magnets attract metal. This one attracts souls. Who knows what they'll come up with next... (Collectibles within 3M are automatically drawn to you)
- Inventors Charm: The mark of a true inventor. The Candy King proudly wore this charm on his shirt collar during the height of his career. It seems the name "Boris Sugarstuck" is engraved on the back of it, in teeny letters. (Destroyed enemies have a low percent chance of spawning Phantom Tokens. Phantom Tokens are used to spin the Maltose Machine which will appear in a random place near you. Spinning them might give you a positive or negative effect.)

## Companions

*Companions cannot purchase more companions.*

### Companion Import [50-200]

Yep, you can bring your companions here, they are stripped into their body mod/a close equivalent/baseline human powerlevels, and the difficulty is scaled to the combination of all you, so go ahead and hunt some ghosts!. Import a single companion into any origin for 50cp each or eight for 200cp.

### Bosses [200]

Want to bring one of the bosses (without counting the Phantom king) as companions? You can now at the price of 200 per boss. In the case you took the "Curse crusher" drawback you instead get a copy of one of the bosses, made from the remains of their curse. These curse remain companions will start without much personality, with only generic themes being part of them (Necro Witch will want to make a lot of skeletons, Phantom Worm will be a total glutton, and things like that), but with time they will develop a personality of their own.

Whether you're a ghost or explorer they'll follow you once you complete the gauntlet, thinking you're their new leader since you defeated their leader/they admire your strength.

### Canon Companion [100]

This option allows you to try and convince a character to come with you into the chain. It assures you get a chance to meet them in good terms.

## Rewards

### Escaping the mansion

As a reward for escaping you get to keep any Candies n' Curses you got while in the mansion, alongside another reward related to your origin.

- Explorer = Ghost hunter: You have become really good at hunting ghosts, and thanks to that you learned how to attack that which should evade your touch, whenever something is 'ethereal' or 'Intangible' you not only can completely ignore that, but do considerably more damage to those kind of foes. Added to that you now resist all abilities related to ghost tropes, like fear related, possession, etc.
- Ghost that helps others escape = Guardian spirit: You exude a soothing aura that calms and shows you're not going to attack someone (as long as you truly don't have the intention to do so), you also have the ability to "bond" with someone, allowing you to give that specific being some benefits=Restoration (as in being healed from time to time) and a slight shielding that will increase every time the bonded being is healed. While bound you won't be able to get away from the specific being until you break the aforementioned bond. Lastly all of your attacks are imbued with a "light" attribute. Dealing heavily more damage to evil and dark entities.
- Ghost that torments Explorers = Nightmare: Everyone who sees your visage is immediately horrified, seeing their worst fear made manifest on you, even being that

normally don't feel fear. This comes with the added benefit of a temporary power designed after the specific fear of your victim. Someone with arachnophobia may give you some web power for example, nothing too great though.

### **Curse crushed! [Requires the "Curse crusher" drawback]**

You confronted the Phantom king and erased the curse for good. These are your rewards:

- Peppermint of souls: You get the "Peppermint of souls" which has the ability to erase and heal any kind of curse, what's more, if you equip this as a charm it enhances your health and resilience quite a bit, and this amount only gets higher the more curses it has cleansed.
- Rewarding trials: Whenever the user of this ability solves a dangerous and complicated matter (uncursing a place/fighting to the death/preventing the world end/etc) they'll receive rewards comparable to the difficulty of these "trials".
- And finally, your capstone perks are boosted:
  - Ghost Artificer: Now your knowledge of ghostly materials has grown, and now you can *create* cursed weaponry taking on traits of the ghost you used to create it. The weapons created in this manner will be unbreakable, & will be able to bound with a user, so as to be the only ones capable of using them.
  - Boss power!: You have gained quite the curious touch. Any magical/cursed artifact you pick up can be "infused", this will enhance it's capabilities by an order of magnitude and slightly change its power to fit your path (protector gives a soothing and angelic aesthetic, slayer gives a dangerous and sinister aesthetic).

## **Drawbacks**

### **Scaredy cat [+100]**

You get scared really easily, which by itself it may not be that bad, but you're going to a place filled with ghosts...

### **Quota [+100]**

Congratulations! You're now part of the hunter's society. Now here the cost, before passing to the next floor you'll need to defeat a certain amount of a specific ghost, else you cannot pass.

### **Unknown Artifacts [+100]**

Normally any candies or curses you find on the treasure rooms will come with a handy note that will tell of their effects... Not anymore, added to that you lose any meta knowledge on all candies and curses, thankfully you still have their appearance as something to try and judge what they do.

### **Trapped [+100]**

You'll become trapped inside the mansion for 3 years, this will happen before the "official" beginning of the gauntlet, and you'll be completely safe during this time (though you'll forget this detail until you end the gauntlet). In the case you're a ghost, you'll be tormented by various hunters for those 3 years. Enjoy your trauma!

**Big brother [+200]**

It seems you entered this place at the same time as Molly, the original protagonist of the game. Now you will have to protect her as you advance the manor, because if she falls into the maws of some ghost it's game over for you too!

**Swarm [+200]**

It seems there's a lot more ghosts than I remembered...  
You will go against 2x the normal amount of ghosts.

**Empty treasury [+200]**

It seems that the Phantom King has become a little more careful. Now instead of finding a floor full of gold, riches, Candies n' Curses... You'll find an empty room with only 1 Candy or Curse. I guess you're lucky he forgot something...

**"Why is this mansion so huge!?" [+200]**

You seem to get lost quite often inside the manor, to make things worse the rooms seem to be shifting places, making it quite hard to find the boss of the floor you're in, and the door leading to the next floor.

**Ire of the Phantom king [+400]**

It seems the Phantom king doesn't want to wait until you get to his office, as he will search for you in every floor! You better hide fast, and don't worry about him checking the place you hid at, he just takes a quick look at the floor and goes away after a while... But if he finds you...

**Olly's quest [+400]**

You only have a normal Flashlight with no charms. Any weapons/Flashlights you brought will be obtained after the gauntlet.

**Accursed [+400]**

You only are able to get curses inside the mansion, even if all the treasures available in a room are candies, you cannot grab them. You also start with 1 random curse.

**Second wind [+400]**

Now bosses will get back up after defeating them 1 time, they'll get all their health back, and get a little boost in their capabilities. Basically guaranting that you'll fight them twice.

**Curse crusher [+600]**

After beating the Phantom king, you discovered that it was actually the old candy king! He was cursed thanks to a bad deal, and before you go he gives you his final creation before the curse took hold. The "Peppermint of souls". This peppermint has the power of dispelling the mansion's curse, and you will go back for round 2! Everything in the manor has become much more dangerous, with new "Blast variant" enemies appearing. The bosses also have learned quite a few tricks, and some of them are even enhanced by the Phantom king himself. Speaking of the king, when you manage to go against him once more he will have in his power many Charms which he will use against you. Good luck jumper. (If jumper doesn't want to willingly go back into the mansion jumpchan can drag them back, else the jumper loses the stipend gained from this drawback)

## Decisions

*You have three choices ...*

### Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

### Stay

Stay and enjoy your current life.

### Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

## Notes

- Artifacts: And by "Artifacts" I mean the various Candies and Curses around the mansion. If you're with companions you'll all share the effects of any candies or curses you get for the duration of the gauntlet. Afterwards you'll have to distribute them however you desire.
- "Peppermint of souls": You'll only have one Peppermint of souls as a reward. You'll have to learn to share... As a participation reward for your companions (since, let's be honest, you'll take the Peppermint for yourself) your companions can get any one charm that isn't the Peppermint of souls for free.

## Change Log

v1.0

Initial Template Creation

V1.1

"Beautified" the doc a little.