

Final Fantasy Mystic Quest Gauntlet

Version 1.0

Created by Record

The world is in decline. The Crystals of Earth, Water, Fire, and Wind that maintain the vitality and order of the world are captured and their power is being stolen by villains, while the fifth Crystal of Light is nowhere to be found. Monsters roam the land, settlements are troubled, and a village has just been destroyed.

You, jumper, have just barely escaped the collapse of the mountain you fled to from that village, the blood of the Behemoth that sought to end you still fresh on your weapon. Now, you should visit the village of Foresta nearby, for they are surely in need of assistance.

Maybe there was a reason you managed to escape? That weird old man certainly thought so. But regardless, until the Crystal of Light is revealed you will not leave this world.

Fear not, for like all Gauntlets death is not the end, even though you have no access to out-of-jump perks, items, or companions for the duration of the Gauntlet. If you and your comrades all fall in battle and stay dead, you may continue forth on your chain as if nothing happened. Succeed in your quest, however, and you may keep everything you earned and obtained.

Drawbacks are the only source of CP with which to purchase the following boons. Choose wisely.

Perks

Basic Moveset (Free): You know how to swing swords and axes, rend with claws and use them to rock climb, prime and throw explosives, toss small sharp pointy things, shoot with bows, properly wear and use shields, and move in armour. You also have some energy to cast spells with; this energy is segregated into the three schools of White, Black, and Wizard magic, and the energy of one school is not able to be used to fuel another.

OCD Parkour (Free): You are now capable of landing in a specific spot you want whenever you jump, provided you are able to make that jump in the first place. You are also able to jump over most chairs.

Trauma Inn (Free or 100 CP): A nice, quiet, uninterrupted nap of several hours long in a bed is all you need to completely recover yourself from death's door and recharge exhausted stores of energy to use magic with.

Mysterious Dungeon Janitor (Free or 100 CP): For some reason as of yet unexplained, common, cheap, but somewhat useful items such as consumable potions and expendable ammunition tends to restock themselves in their containers whenever found after a week or so has passed after they have been looted.

The things so strangely ever-replenishing are nothing to get very excited over, but they tend to be useful to you in some way. You may benefit from this perk for free in the Gauntlet itself, but you can only take said benefit into future jumps if you pay.

Inventory (Free or 150 CP): You possess an extradimensional place to weightlessly store your belongings when not in use. Transferring items to and from this place occurs almost instantly, and there is no limit to how many kinds of items you can stash in this place, but there are two caveats: first, the item you're putting in your Inventory cannot be much larger than an average adult human, and second you may only put up to 99 identical items in your Inventory due to the strange rules of RPG logic. You get this perk for free in this Gauntlet only, you have to pay if you wish to keep it.

Quick Change (100 CP): You may swap the weapons in your hands, claws, tentacles, or other appendages significantly faster than before, to the point where you can tailor what weapon you'd like to use on a given enemy provided you already have it on you.

Extra Black Magic Charges (50): The number of Black Magic spells you can cast before needing recovery is increased by 5. You may purchase this perk more than once.

Extra White Magic Charges (100): The number of White Magic spells you can cast before needing recovery is increased by 5. You may purchase this perk more than once.

Extra Wizard Magic Charges (100): The number of Wizard Magic spells you can cast before needing recovery is increased by 5. You may purchase this perk more than once.

A Bit Of Safety (150 CP): Malicious magic and terrible effects that slay you instantly or turn you to stone no longer work on you. That is, an enemy could not kill you regardless of your toughness or health with the Life spell or moves of a similar nature.

Strength of Fire (200 CP): There is a prominent warrior that hails from the town of Fireburg that has almost freakish physical might, and you now have the same within you. In addition, fire and heat does not hurt you nearly as much as it would without this power.

Resilience of Earth (200 CP): The woman who dwells in Foresta cares for the land deeply, and she is hearty enough to take the violence of monster hordes and their poisons without dying. You are as hard to kill as her, and the rage of the earth isn't so terrible when affecting you as it would others.

Swiftness of Wind: (200 CP) A treasure hunter and adventurer roams the world, as free as the winds of Gale and just as mobile, and this perk grants you the agility and speed to keep up with him. As a bonus, the howling winds and electrical skyfire of great storms are easier for you to live through.

Magic of Water (200 CP): The warrior-mage of Aquaria has no equal when it comes to the sheer raw potency of her spells and they devastate many a monster - unless you take this boon, then she will indeed have a peer in spellcasting at least. As the name implies, both watery woe and icy doom are not so woeful upon you.

Sword Expertise (200 CP): You have talent with the quick and flashy blades of this world. You will make

your sword strikes with twice the speed you otherwise would.

Axe Expertise (200 CP): The heavy hafted weapons sing to you, and they may as well be second nature when you wield them. The force of your blows made with axes and flails is doubled.

Claw Expertise (200 CP): Claws are the weapons of wizards, created to both aid spellcasting and to serve as last resorts. Their secrets are yours. Claw weapons never fail to inflict their status ailments upon foes unless said foes are immune to them, and when wearing any claw, your magic is significantly bolstered in power.

Demolitionist (200 CP): Explosives are a terrifying weapon when used in the right hands. You can throw or launch them in such a manner that they can strike an entire group as though the explosion went off right next to them, and increasing your accuracy with ranged attacks makes the explosions even deadlier.

Dead-Eye (200 CP): In your hands, ranged weapons are a thing to be feared. They don't just devastate, they debilitate, crippling the limbs of your victims and denying them their use. You not only do more damage with ranged attacks, you can target specific areas of their body without any loss of accuracy; you can lame legs, break arms, and put out eyes. Headshots, of course, are a no-brainer.

Mass Blaster (200 CP): Usually, when you cast this world's magic on more than one target at once, its strength is divided between them, making it less effective, and reduced up to a third of its power (for damaging and healing spells) or prone to failing (for status and instant death spells). That is, unless you have this perk, which keeps your spells at full power and reliability no matter how many beings you throw a spell on at once. While this won't let you hit entire armies at once with your spells, groups are fair game.

Nah, that's Pazuzu (200 CP): Your foes tend to blurt out important pieces of information whenever you confront them. Perhaps they feel it doesn't matter that you know, perhaps they think dead men tell no tales, perhaps they just hate their bosses, but their lips are now much looser.

Waypoint Engineer (300 CP): In this world lies certain tiles that, when stepped on by someone holding their relevant Crest, teleports that Crest bearer to the other tile linked with it. It is the only way to reach certain areas in this world, but you now know how to create these tiles and their Crests and link them all up. It involves heavy use of magic, however, so be wary.

Black Magic Specialization (150 CP): Boosts the power of all Black Magic spells you cast; it will be as though you strike with one-and-a-half of spells instead of one.

Wizard Magic Specialization (200 CP): Boosts the power of all Wizard Magic spells you cast; it will be as though you strike with one-and-a-half of spells instead of one.

White Magic Specialization (300 CP): Grants the following effects to your White Magic spells:

Life: May affect multiple targets at once. You can fully heal and resurrect your entire party and yourself. You can attempt to inflict an instant death effect on enemy parties (but still won't ignore instant death immunity).

Cure: Is half again as strong.

Heal: May affect multiple targets at once. Instead of merely attempting to engage in poisoning, paralyzing, confusing, putting to sleep, or turning enemies to stone, it WILL inflict all those statuses barring the enemy

being immune to said status effects. In addition, it will also inflict silence and blind to enemies again barring being immune.

Exit: May affect multiple targets at once. Instantly banishes targets to another dimension upon being cast instead of taking several seconds.

Life, Heal, and Exit may fail to work on a target if you're casting it on multiple targets at once unless you have Mass Blaster.

Doublecast (400 CP): Such is your talent with magic, you can cast a spell in half the time you normally would. When another person without this perk is casting Fire, you can cast two Fires in that time, or lay down a Fire and an Aero followup.

I made it all up! (400 CP): Be wary of what you allow to become common knowledge among the people of the world. Belief is a subtle but powerful force, and many people holding a deep belief that they think is true can become true even if you think otherwise. Should you choose to become part of a widely held belief in the world, you may find that it starts to affect you, with the strength of the effect increasing with the number of people that hold that belief. If you were to end up being called the hero of legend who will deliver the world from eternal evil as the prophecy foretold, then you shall find it easier to be that hero the people believe you are. The more people that believe that you are that hero, the more likely it is that you will fulfill that prophecy. The belief does not have to be true (at first), all that matters is that people do believe, and that you decide to go along with it.

No Ceilings (400 CP): You now have no caps on your power, ability, and skill,. You may continue to benefit from consuming things and performing actions that would improve your body, soul, and mind regardless of any would-be natural limitations.

No Ceilings for Everyone (Requires No Ceilings, 200 CP): What good are allies if you outmatch them in all ways that matter and you leave them in the dust when traversing the road of progress? Now anyone you that you train yourself, or you are in their presence as they train, will benefit from the effects of the No Ceilings perk. Note that if they stop being affected by this perk for whatever reason, whatever they raised beyond their normal limits will not immediately degrade back to said normal limits, but rather they keep their improvements so long as they make some effort at regular intervals to keep themselves sharp and rust-free if the relevant thing is subject to atrophy in the first place.

Items

All consumables and ammunition will be placed in your Inventory while still in the Gauntlet and in your Warehouse after you leave this world, and your Warehouse will also hold any excess item overflow your Inventory cannot store, so you can reclaim them post-jump.

Weapons

Steel Sword (Free with Sword Expertise, 50 CP): A common blade of common steel used by common fighting men. Good enough to deal with most of the beasts and monsters near what remains of your village.

Axe (Free with Axe Expertise, 50 CP): A simple axe used for chopping wood. It can fend off weaker foes

well enough, but it is especially effective against well-armoured yet bulky and fleshy enemies.

Cat Claw (Free with Claw Expertise, 50 CP): A lightweight weapon meant for mages, it both slightly boosts the power of your magic, and can poison and paralyze those you scratch with it. Can also be used for rock climbing.

Bomb (Free with Demolitionist, 50 CP): An explosive that can destroy walls of rubble and do some damage to monsters. You get ten of them per day, per purchase.

Ninja Stars (You may either take this or Bow of Grace for free with Dead-Eye, 50CP): Sharp, quick, and effective against foes that fly or float, these throwable weapons also poison and paralyze as well. You get ten of them per day, per purchase.

Bow of Grace (You may either take this or Ninja Stars for free with Dead-Eye, 50CP): A lightweight shortbow that those in the air fear, it is adept at putting out eyes and blinding its victims. You also get ten arrows per day, per purchase.

Knight Sword (100 CP, 50 with Sword Expertise): A strong sword used by professional warriors, it is quick to swing and stronger than the Steel Sword.

Battle Axe (100 CP, 50 with Axe Expertise): An axe meant for true battle. Unlike the normal Axe it is quite damaging and can dispatch stronger beasts; like the Axe, armoured but living creatures very much dislike being hit by it.

Charm Claw (100 CP, 50 with Claw Expertise): Does not charm enemies despite the name, it hits harder than the Cat Claw and can do everything it can - and it can also confuse and blind enemies and put them to sleep.

Jumbo Bomb (100 CP, 50 with Demolitionist): An explosive more powerful than ordinary Bombs, they can put on the hurt to enemy parties. You get ten of them per day, per purchase.

Excalibur (200 CP, 100 with Sword Expertise): The strongest of swords, its value is immense. There is not much in this world you cannot handily dispatch with this weapon, and it will serve you very well in your quest.

Giant's Axe (200 CP, 100 with Axe Expertise): This massive hafted chopping implement true to its name is mighty indeed. Woe be unto you if you are like the trees, crabs, turtles, and worms, trusting your thick hide to save you from this weapon's hits.

Dragon Claw (200 CP, 100 with Claw Expertise): Whether or not this Claw is from a dragon is debatable, but its ability is not in question. This fearsome weapon is even more deadly than the Charm Claw, and the Dragon Claw can do everything the Charm Claw can. However, it inflicts seven status effects instead of five; Silence and Petrify join the maladies this armament can bestow upon your opponents. As if that wasn't useful enough, this thing can even act as a grappling hook pulling you to places you otherwise cannot reach!

Mega Grenade (200 CP, 100 with Demolitionist): The biggest and baddest of the Bombs, these babies can also be thrown a good distance! A few of these can savage most enemy groups. You get ten of them per day, per purchase.

Morning Star (200 CP, 100 with Axe Expertise): A powerful flail on par with the Giant's Axe, and just as deadly to the same kind of foes. Possibly originated from Fireburg, but it doesn't really matter.

Helmets: All Helmets lets you hit slightly harder with your physical attacks.

Steel Helm (50 CP): A bit of metal to protect your noggin. It's not much, and it's definitely not unique or rare, but it could save your life. You should probably wear it. No, don't be prideful, every little bit counts.

Moon Helm (100 CP): Resists fire, and gives a bit more protection than the Steel Helm. May not actually be from the moon, but it is still good to cover your head with.

Apollo Helm (150 CP): Despite the name, this helmet merely gives noticeably more defense than the Moon Helm. Still guards against fire. Whether or not you look cool wearing this helmet is up to you, but there isn't any other practical reason to wear other helmets once you've got this one.

Armour:

Steel Armour (Free): It's mundane armour made of steel. Hopefully it'll let you live long enough to get better armour. At least you start with it for free? Free armour is good!

Noble Armour (100 CP): A much better upgrade to the Steel Armour, you'll feel the difference. You resist water and poison with this equipped. Does not make you more Noble than you already are, by the way.

Black Robe (100 CP): Clothing used by thieves and adventurers, it makes you a little faster and protects against instant death effects. More protective than it seems, and serves as good ninja cosplay and as stealth gear.

Flame Armour (100 CP): Fireburg's pride, it resists fire, obviously. Can take some hard knocks too. Reuben wears this, so you know it will serve you well too.

Mystic Robe (100 CP): A small bit less degree of protection compared to Gaia's Armour or the Flame Armour, this magical garment nevertheless wards from water, wind, and electricity. Lighter than armour, too, great for those who don't want to be encumbered.

Relica Armour (100 CP): Tough mail to take tough hits. You resist water and are immune to petrification when wearing this. It is not certain what this armour is a relic of, but it's old and Kaeli swears by it; nevertheless it's as durable as stone.

Gaia's Armour (150 CP): One of the best suits you'll come across, water, wind, and electricity are stunted, and you can't be poisoned or put to sleep while wearing this. Who is Gaia, you don't know, but she sounds

important. Hope she doesn't demand her armour back.

Shields: All Shields let you move and attack a little faster.

Steel Shield (50 CP): Not much to block with, but it's better than nothing, and it is both light and easy to use.

Venus Shield (100 CP): As good as two Steel Shields put together and makes you immune to paralysis to boot! Won't make you more popular with the opposite sex, unfortunately; that's all on you.

Aegis Shield (150 CP): Slightly better protection than the Venus Shield, it confers immunity to paralysis and being turned to stone while worn. Tougher than the Ether Shield, but lacks it protection from being drained of your life force - curious considering its name.

Ether Shield (150 CP): A bit worse than the Aegis Shield in pure protection, the wearer is immune to paralysis and being put to sleep. Also, should an enemy attempt to feed upon your life force to heal its own, this Shield will reverse the Draining, making the enemy heal you at its expense instead.

Accessories

All Accessories make your magic spells a little more potent when worn.

Charm (Free): More useful for the magic boost than anything else, don't count on what meager protection it has to save your life. Doesn't charm people or monsters either.

Magic Ring (100 CP): Protects against silencing. Good since you can't cast magic when silenced. Still no noteworthy protection, it might ward off a thrown rock or something.

Cupid Locket (150 CP): Still doesn't offer any physical defense worth talking about, but it's twice as strong as the Magic Ring, so that has to count for something, right? Oh, and it also makes the wearer immune to being silenced, being blinded, and being confused, and that is worth talking about!

Spells

All Spells cost 100 CP to buy. Magic in this setting has its own pool of power set aside just for the casting of its spells; you and your allies have three pools of charges to fuel the three schools of magic. White Magic can only be cast with White Magic charges, Black with Black charges, Wizard with Wizard charges.

White Magic: White Magic focuses on the healing of wounds and maladies, but if Exit is any indication spacial warping may be within its purview. However, you can also use these spells offensively for the most part if you cast them on enemies with the intent to harm. In this way, you can score a surprising number of otherwise-difficult enemy kills with White Magic. You get one White Magic spell of your choice for free if you bought White Magic Specialization.

Life: When cast upon the body of a creature, fully resurrects it back to full health and heartiness. When cast upon yourself or a not-dead being, fully heals the target to full health and heals any status problems. Casting upon a target you want dead, you may attempt to instantly slay them instead; while greatly accurate, this can be defended against and doesn't ignore instant death immunity. Only affects one target by itself.

Cure: Heals wounds and damage. Can affect more than one target. When cast on undead and beings of pure evil, it inflicts damage upon them instead.

Heal: Removes paralysis, blinding, poison, sleep, confusion, silencing, and petrification from beings. Can be used on more than one person at once. When used for offense, it instead attempts to inflict poison, paralysis, sleep, confusion, and petrify on enemies.

Exit: Allows you to escape from battle and from dangerous places in but mere moments. Used offensively, can banish targets to other dimensions. This prevents you from being able to loot them, and doesn't prevent banished foes from crossing dimensions to get back should they be able to, but it's an option.

Black Magic: Focuses on destruction, the Black Magic of this land uses the four elements to wreak harm and havoc upon your enemies. Since many enemies are weak to at least one element, proper use of this can serve you well. You get one Black Magic spell of your choice for free if you bought Black Magic Specialization.

Quake: Calls a localized earthquake to harm your enemies. As you can imagine, this spell isn't good for not causing collateral damage, but it is good at harming those who try to escape into the ground. Earth elemental.

Fire: A roaring wildfire burns your enemy. Excellent against that which burns or melts easily. Fire elemental, obviously.

Blizzard: Ice and hail bombards your enemy. Great against heat and lava dwellers. Water/Ice elemental.

Aero: A tornado rips into your target. Flying foes fear this magic. Wind elemental.

Wizard Magic: Wizard Magic is the stronger yet more tiring counterpart of Black Magic. Like Black Magic, Wizard Magic focuses on destroying your enemies, but not only does it tend to be more exotic in its effects, it can be frightfully potent. You get one Wizard Magic spell of your choice for free if you bought Wizard Magic Specialization.

Thunder: Strong lightning strikes your enemy. Beasts of the water are very vulnerable to electricity. Electric elemental.

Meteor: Rocks fall from the sky (or ceiling, this spell doesn't care if you're indoors or deep inside a cave somewhere) to pulverize the area you designate. Use with care around things you may want undamaged. Earth elemental.

Holy: The power of light tears into your foes. Very difficult for the forces of darkness to resist. Possibly light/holy elemental (see Notes)

Flare: Magical nuclear fire bathes the area. It is very good at destroying everything in the vicinity, though fortunately there's no radioactive anything to worry about. Fire elemental.

Consumables

There are four kinds of items you may consume to recover when you are on your adventure. They can be bought from vendors, looted from enemies, or found in chests. Each costs 50 CP with the exception of

Seeds which is 100 CP, and you get three of them per day per purchase. They are deposited in your Inventory while in the gauntlet and in your Warehouse after the gauntlet is won.

Cure Potion: Heals health when drunk. Three of them can completely restore to health someone on the brink of death.

Heal Potion: Cures all status ailments except death when used.

Refresher: If you get temporarily weaker, slower, more frail, if your stats get lowered in other words, this will bring your power back.

Seed: The charges of all three magic schools are completely refilled for the one who eats this Seed.

Companions

If you like, you may take a friend from this world with you once your destiny is fulfilled and the Gauntlet is complete. All of them will join you with what they have upon Gauntlet end. All companions cost 200 CP, or 100 CP with the discount.

Benjamin (Discount Benjamin drawback): The one chosen to save the world initially. Ben is a decent fellow who yearns for adventure and justice and will gladly share his quest with kindred sorts. Under ordinary circumstance you will replace Benjamin and he will not exist, but with the purchase of this option he will instead be a fellow villager who managed to escape your doomed village with you.

Reuben (Discount Strength of Fire): A strong, bulky, noble fighter from the realm of the flames, he may be somewhat bull-headed and simple but he means well and is as passionate as fire. He is good with flails and can take a good licking.

Kaeli (Discount Resilience of Earth): Down to earth and compassionate, Kaeli cares deeply about nature and people and does not hesitate to put herself in danger for their sake. She is adept with axes and is the heartiest warrior you'll meet.

Tristram (Discount Swiftiness of Wind): A veteran ninja and treasure hunter. While he does like money he likes the thrill of the quest more, and is kinder and softer than he'd like to admit. He is good with throwing projectiles and is a very speedy and slippery fighter.

Pheobe (Discount Magic of Water): Brave and determined, she will follow those champions of justice into the lairs of horrifying and vile beasts to set right what went wrong. She hails from the town of water, and is not only an accomplished archer but she is also one of the strongest mages in the land.

Drawbacks

Magic Equalization (+0 CP): Some Black and Wizard spells are not as powerful as their peers, but this drawback will give you versions (bought or found) of spells that are as strong as Aero (if Black) or Flare (if Wizard). This applies to your allies, and notably, your enemies too! Note that this applies to the actual spells, not special attacks that resemble the spells, so Fire Breath won't be as strong as Aero and Mega-Holy won't be as powerful as Flare.

Benjamin (+0 CP): Normally, you'd have taken the main character's place in this Gauntlet, and would reenact his journey. Now, he is with you as you start the Gauntlet, and he will be the main character. This means that while you still gain experience just as he does, and you get an indistinguishable and fully functional replica of new weapons, armours, accessories, and spells when he does (yes, both of you can get an Excalibur each), he will be the one who gets the consumables, key items, and money. In other words, you essentially trade some importance in the story and material goods for his help. But don't worry too much about that, Ben is a pretty swell guy and he can help you out when you ask and you can even hold on to any excess things he can't carry in his Inventory, just make sure you carry your weight in battle and don't be a jerk to him.

Five Years (+0 CP): After your quest is over, you do not leave right away. Rather, you will spend five more years in this world, and at that point you will no longer have any restrictions on your out-of-jump powers or your Warehouse, and may bring in your companions. You may take this twice to extend your stay to ten years. At least you will have your freedom to do whatever you wish, but you'll be sent home should you die a true death.

No nose? Who knows? (+50 CP): You have no nose! Strangely it doesn't prevent you from breathing, smelling, and having all the functions of a nose, but it can be distracting all the same.

Pixelated (+50 CP): Everything looks like it would in an early title on a SNES, and wouldn't be out of place in one either. You are the only one who notices this.

Cheesy Dialogue (+50 CP): Everything that comes out of people's mouths sounds overacted and quite silly. You may have a harder time taking people seriously even if you probably should.

Can you spare 2 GP for a cup of coffee? (+50 CP): You will meet weird characters in places without monsters who will beg for money, dispense strange and slightly disturbing "advice", and occasionally be a minor nuisance though they are harmless.

Extra Encounters (+50 CP per rank): For each time you take this drawback, there will be another group of enemies standing between you and your objective in every dungeon you visit. Yes, there's no way around them. You may take this up to ten times.

Deeper Battlefields (+100 CP per rank): For each time you take this drawback, five more battles are added to each and every Battlefield in the world, up to a maximum of thirty battles per Battlefield at four ranks.

Combo Bait (+100 CP): Some monsters have moves that hit multiple times. If they manage to tag you with such a move, they will always manage to land the maximum hits the move can perform.

Counter Bait (+100 CP): Some monsters can counterattack when hit by melee weapons. In your case, hitting them with a melee weapon will always cause them to counterattack you. Hope you have ranged weapons or magic!

Debuff Bait (+100 CP): There are enemy attacks out there that can lower one's attack, defense, or magical offense when they hit, and even though the effect is temporary, only lasting until the combat is over or until a Refresher is used, they can be a nuisance at best. Now, if the monster uses any such move, it's going to be used on you most of time.

Stoic Monsters (+100 CP): You can no longer tell by appearance how injured any given monster is, and guessing how close they are to death is harder as a result.

Monsters are not Eagle Scouts (+200 CP): Monsters do not drop ammunition or consumables when defeated. How bothersome.

More Battlefields (+200 CP): There are more areas outside dungeons that have enemies infesting them, and unlike normal Battlefields you will have to clear them out before you can proceed. Worse, these Battlefields don't even give you any special reward at the end.

The Video Game Atlas was wrong (+200 CP): The layout of the dungeons are not the same as it was in the original SNES version. Fortunately, the layout will be the only thing that changes, and this by itself won't prevent you from completing your objectives.

Cure Potion Immunity (+200 CP): Cure Potions do not recover your health when drunk and may as well be water. White Magic still works for healing, however!

Shoot the Medic! (+200 CP): Are you the type who does little more than heal the other party members? Well, your enemies don't like that. The more time you spend in any given battle healing yourself and your allies with any means, the more your current opponents are going to target you. This applies to your other party members, too. Note that using things normally used for healing in an offensive manner (such as using Cure spells on undead enemies) do not count as healing, for obvious reasons.

Monsters are cheapskates (+300 CP): Monsters now drop half the money they usually would. You'll have a harder time affording all those supplies.

Come here and die for my advantage! (+300 CP): When you fight any miniboss or boss (but NOT the final boss, thankfully!) they will start off with some help the form of a couple of local monsters. If you kill them, they get replaced a round later. That means you get to deal with constant reinforcements while fighting bosses. Fun!

Mysterious Dungeon Janitor went on strike (+300 CP): You do not benefit from Mysterious Dungeon Janitor for the entire Gauntlet. The emptied brown chests stay empty.

Mysterious Dungeon Janitor is disgruntled (+200 CP, requires Mysterious Dungeon Janitor went on strike): Now there are no brown chests anywhere in the world, so no free consumables and ammunition for you! Note that the red chests are unaffected as are their contents.

Artificial Semi-Intelligence (+400 CP): The monsters have some semblance of logic in their behaviour. If you are immune to a given individual monster's attack, it will stop using that attack on you. If you shrug off an attack, it will be reluctant to employ it against you. This goes for the other party members too.

Status Effect Lure (+400 CP): You know all those nasty attacks that inflict bad status effects that monsters can use? The ones that can poison you, paralyze you, put you to sleep, blind you, confuse you, silence you, and even turning you to stone or is the type to slay things outright as the Life spell can when used offensively? Almost all of them are headed your way now, and they tend to use them more often. Oh dear.

The gauntlet ends moments after the final boss is defeated, and you get to keep everything you bought here and everything you obtained while on your journey. They can surely be of help as you move on to another world, right?

Post-Gauntlet Reward: Your Warehouse gets a small vending machine that sells Cure Potions, Heal Potions, Refreshers, Seeds, and ammunition at the same price as the shopkeepers in this world or the equivalent in local currency. It will only cough up the goods if you actually pay with legal tender, so don't bother trying to cheat it or steal from it. You can buy three Bombs for the price of two Jumbo Bombs or one Mega Grenade, just to keep things simple.

Notes

In the game itself, there were no more than three enemies in any given battle at a time, and thus was the most targets you could affect at once with bombs and spells. This holds true in the gauntlet as well; however post-gauntlet you may affect small crowds with the AoE of your explosives and spells.

The three Magic Specialization perks only apply to the four canon spells in their relevant school at first; but they can apply to foreign spells if you use a magic system mix-and-match perk like Cardcaptor Sakura's Conjoined Conjures or Justice League Dark's I Cheat to make White/Black/Wizard versions of them. Just remember to follow the themes of the three schools (no putting Fireball in White Magic!) and that Wizard Magic hits much harder than Black Magic does. To use an example with Tales magic, Lightning would be Black while Indignation would be Wizard.

White Magic Specialization makes foreign White spells more strong and efficient in that they can affect more people and heal more damage and status effects. Those foreign spells can also now be used in some offensive manner against enemies, even if they can only damage certain enemy types.

Yes, Claw Expertise applies to any and all magic you use and any status ailments the claw could inflict. Yes, any claw weapon will do, not just the three claws from this setting. Yes, it can make some spells more likely to work if they can at all.

Axes and flails in this game do double damage against trees, crabs, turtles, and giant worms; they are weak against "axe-elemental" weapons. Other creatures similar to those enemies (presumably bulky and well-armoured living enemies) would probably take extra damage from those weapons too, though there's no hard ruling for or against it. In other words, when in doubt, fanwank.

The Holy spell in this game is non-elemental effectively like in the first two Final Fantasy games. Fanwank whether or not it is actually of the holy element.

Changelog

0.92

Made Trauma Inn free for this gauntlet only.

Changed section headers to be more noticeable.

Clarified that Mass Blaster improves spell efficiency when targeting groups of foes, not literal armies.

Removed the Beyond 41 and Beyond All Ceilings perks.

Removed the I made it all up! Perk.

Added the Five Years drawback.

Added to the descriptions of some items.

0.93

Reorganized the perk and drawback sections.

The Five Years drawback now gives you the option to, once the final boss is defeated, stay for five or ten more years in the world, and with this Gauntlet becoming a normal Jump basically.

Introduced the new I made it all up! Perk.

Fluffed the Black and Wizard spells a little.

1.0

Put both capbreaking perks back in.