GOAL
Autumn start - Kill as many bosses as you can in 14 days. All the bosses are worth points, based on the difficulty. The player with most points at the start of day 15 wins the tournament.

Celestial Champion, **Bearger**, **Armored Bearger**, and **Possessed Varg** are added in the boss pool.
You'll have access to **Astral Detector x2** (and the blueprint to recraft when hammered) - **Pearl's Pearl**, Astral Detector & Pinchin' Winch **blueprints**, **Astroggles**, and **4 scraps** (just in case, to counter very bad RNG)
Also, Toadstool's cap will be **available** on each Toadstool location!

SPECIAL TOURNAMENT SHOP
Each boss will drop **OLD COINS** accordingly to their points value (e.g Rabbit King will drop 1 coin, Toadstool will drop 4 coins)
Runners can spend their coins and buy some loot at the **SHOP** (**Right click** on old coin "Cast Spell" to spawn the shop - it disappear when you unload the area)

CONSTRUCTION AMULET is NOT allowed to buy your loot!

THE LIST IS AVAILABLE HERE

WILDCARD
The runners will get additional points when they kill **UNIQUE** bosses.
1 Boss Point = +1 additional point
2 Boss Points = +2
3 - 4 Boss Points = +2
10 Boss Points = +4
eg. If you are the **only** runner who killed **Toadstool** throughout the run, you'll be rewarded with **+2 points**

/!\ The additional points will be distributed at the end of the run /!

Important Note:
Dragonfly and Crab King will drop a fixed amount of old coins (3 each) regardless the versions of the fight you've done!

ADDITIONAL MOD - CK/FJ REVEAL, Boss Score Counter, Orbless CC, AG Fixed loot:
You'll play with custom mods which reveal the **location** of Crab King and Frostjaw, a boss score counter on your HUD (you'll have to tweak the boss points directly in the mod settings), Orbless mod for CC, and AG fixed loot to guarantee the same ornate chest for all the runners.
Important Note:

The Boss Score Counter mod has an integrated feature in the settings that allow to spawn Bearger with hostile flare at 100% rate. Don't forget to toggle it ON!
You can c_announce(c_countprefabs("bearger")) after 10 seconds to check - if the boss doesn't show up after roughly 30 seconds, we'll allow you to manually spawn Bearger.

All the mods are listed with links below!

SEEDS: We will provide the cluster files! Default folder is located in Documents/Klei/DoNotStarveTogether

Please remember to:

- Download the Cluster File and put it in your Klei folder
- Verify every mandatory mods
- In Character Selection, show your skilltree if you have one
- Immediately pause when you spawn in so we can verify everyone has the same map
- Use the command *TheScrapbookPartitions:DebugUnlockEverything()* when you're pausing the game
- You can use the command *TheWorld:PushEvent("ms_setphase", "day")* when you're pausing the game too

BOSS LIST:

Eye of Terror - 1
Rabbit King - 1
Frostjaw - 2
Ancient Guardian - 2
Nightmare Werepig - 2
Bearger - 2
Malbatross - 2
Dragonfly - 2
Scrappy Werepig - 2
Crab King (No Pearl) - 2
Bee Queen - 3
Shadow Pieces - 3

Dragonfly (NO WALLS) - 3
Possessed Varg - 3
Toadstool - 4
The Twins - 4
Dragonfly (NO WALLS NO PAN FLUTE) - 4
Crab King (Pearled) - 4
Armored Bearger - 4
Ancient Fuelweaver - 10
Celestial Champion - 10

p/s: The Boss Score Counter mod will automatically detect if you used a pan flute or if you use walls so you'll have the correct amount of points right away. Don't forget to toggle ON the feature in the mod settings!

p/s 2: You can use any cheese/exploits techniques to kill bosses EXCEPT summoning Twins/Eye of Terror during the day, you can't summon both of the bosses too.

/!\ The only counted repeat kill boss is AG after killing AFW! /!

SETTINGS:
Music Volume set to 0 - Sound Effect Volume set to 6 - Endless Mode - Events set to None - Connect on Discord 45 minutes before the stream to configure everything with me please!

MANDATORY MODS:
Show Nicknames
Epic Healthbar
CK/FJ Reveal
Boss Score Counter
Moneeey (Wildcard Mod)
AG Fixed Loot 3
Orbless CC

ALLOWED MODS:
Don't Starve Alone
Geometric Placement
Combined Status
Post Processor Disabler
Clock In Caves
Insanity Begone
Wormhole Marks
Skins Extender

Any Clock Timer mod
Any HUD mod (only for visual effects)

/!\ Every other mod is banned /!
Tweaking settings for Geometric Placement, Combined Status, Epic Health (as long as the health of the bosses are shown), and Insanity Begone is allowed!

RULES:

- **Character selection**: Wolfgang and Maxwell are **banned**. After the introduction of the runners, you'll announce at the same time your character by typing in the DST chat. If you announce the same character with another runner, you must /roll to know who won the character. You can't pick the same character as another runner. You can't change your character using moon idol.
- **Character death**: You'll play in **Endless mode** being able to resurrect through Florid Postern. Resurrecting using LGA, Touchstone, Meat Effigy is allowed.
- You'll need to pause the game when day 15 starts and if you're in the middle of a boss fight when day 15 starts, **the boss won't count**, you'll have to stop fighting.
- **Pauses** are allowed in the same vein as speedrun.com - if you do excessive pauses, you'll receive one warning but for the second warning I'll remove you one boss point. Obviously, you can pause when you have an IRL issue, if you have to go to the toilet, and if you want us to undeafen you on Discord and ask something.
- When the tournament is starting and you guys spawn in after generating the world, we'll ask you to **pause** and **rotate map** to verify if everyone plays on the same seed. Then I'll do a countdown and we'll deafen you on discord so you can be fully focused.
- You **can't use any console command** obviously, we'll verify all your screens during the tournament whatsoever.
- You can **record** your run if you want to.
- If you're **lagging** due to streaming on Discord, you can pause the game, reset your stream in a lower quality, and un-pause the game. If you lag badly and you'd have to reset your connection, write that you're doing it in the game chat and we'll force the other runners to pause and wait for you. If a runner is in the middle of the boss fight, he can surely finish the boss kill and then join the pause.
- If there's a **tie** for the first place, you will receive another cluster file (same for all tied runners) and you'll speedrun **BQ without armor/healing** (without pan flute) in **survival** mode - The first who kills the boss wins, if you die and if you're unable to resurrect, you lose.
- **Tie-Breaking Run: Bee Queen NO ARMOR/HEALING challenge fight**

You'll play as Wolfgang

You'll have access to chests at florid postern containing items

The runner who kills BQ first or removed most hp from the boss before death wins

No Pan Flute

No Cheese (NO AXIS, NO OVEN)

- Most importantly, **DON'T STARVE**, and **HAVE FUN!**

CASHPRIZE:

1st - **Tournament Winner tag** on Discord - **VIP** on DG stream - **Artwork from one of your epic moment (will be commissioned later) - 15K Klei Points - Starter Packs 2026/2025/2024/2019 - Spring Cleaning Bundle - Equinor Survivor Chest Pt 1 - All Chemical Engine - Nightmarish Chest**

2nd - **10K Klei points - Starter Packs 2024/2019 - All Chemical Engine - Nightmarish Chest - Equinor Survivor Chest Pt 1.**

3rd - **5K spools - All Chemical Engine - Nightmarish Chest - Deerclops Duffel**

4th - **5K spools - Nightmarish Chest**