



Mission 1 is live!

[Ardent Cinder's Mission 1 can be found here](#)

[Roaring Iceberg's Mission 1 can be found here](#)

The deadline for Mission 1 is December 2nd, at midnight PST.

Missions will come directly after jobs and each guild will receive a task respectively based on the results recorded from the paired job. Unlike jobs we do not judge submissions created for a mission but instead hope that you will all take the opportunity and use these prompts to develop and further your own stories or goals for these characters. Completing a Mission will grant a team a stamp that will eventually aid in your team in ranking up. Ranking up has several benefits mostly in the realms of rewards. Teams that collect enough and rank up get access to a larger home and will receive more pay for a job well done. Bellow is a basic idea of what you can expect for ranking up.

Rank break down:

Basic= 0-1 Stamps

Perks: Is paid the basic Price: 10 for jobs 5 for missions. Can house up to four members although one slot is locked

Super= 2-4 Stamps

Perks: Is paid more for jobs leading to quicker purchases of rewards: 12 for jobs 7 for missions. Can get a bigger house and unlock two slots for standby teammates for a total of 6 members.

Ultra= 5-7 Stamps

Perks: Is paid even more: 14 for jobs, 9 for missions. Updated house now has four slot available to unlock meaning you could potentially house 8 members by unlocking the 4 extra slots.

Master= 8+ Stamps

Perks: Paid the most: 16 for jobs, 11 for missions. Has full access to secret missions along with the a large home that can hold up to 10 members by unlocking all 6 of the extra slots.

Missions also typically reward cooler trinkets for being completed that can be used later to perhaps wow us during a job with how you creatively use them.

Rewards can still be earned completing the mission past the deadline up until the release of the next mission, but you will lose out on the stamp. HOWEVER you have the chance to earn a slowpoke stamp for completing a mission at all. 2 slowpoke stamps is the equivalent of a normal stamp and can be used to rank up.

[Take the time to check out Tim's shop if you haven't already!](#)

Well that's about everything. We're pretty excited for what's coming so we hope you enjoy Rival-Gate's first mission!

~The Rival-Gates Administration Team

Ardent Cinder's Mission 1: Special Delivery





Huff I guess 'dumb luck' won out this time, pulling Jay and the Icebergs ahead. Let's just see how they handle that forest and hopefully we won't need to save their sorry hides. The last thing we need is even more reports of missing pokemon in the Ivory Forest.



We shouldn't dwell on that though. For now, we have a job to do, and we have an obligation to get it done as efficiently as possible. For now, it is our responsibility to help get Helmstok Farms up and running again, and I'm expecting all of you to pull your weight.



Don't forget, we still have a fat rabbit that we need to take care of. I've been watching him... it won't be long before he tries to escape.



Of course. Those ropes won't hold him forever, though I doubt he'll be able to do much on his own. He's taken a lot of punishment, but he's going to need some more convincing before he can go free. We'll need a few of you to take him down to the correctional facility where he can be rehabilitated. Hopefully after some time there he could become a productive member of society, rather than the leader of a thieving gang of Bunnelby.



I'll come with you. I know the way, and I can keep my eyes and ears open for any of the Bunnelby that might attack us. They're not happy we took down their leader. I would not be if I were them.



Yes, I wouldn't be surprised if the Bunnelby attacked you while you are escorting the Diggersby. We can't allow him to escape, or we'll have to deal with all of this all over again. Be prepared to defend yourselves, and don't let the Diggersby out of your sight. If he somehow manages to break his bonds, he won't be able to get far. Just make sure he makes it to the correctional facility. Wren can track him down if he manages to get away.



In the meantime, I'll go ahead and make sure they're ready to receive him in front of City Hall. The rest of you will stay here to assist Helmstok. Follow his instructions, and don't do anything stupid!



Alright, listen up you layabouts! I ain't got time to watch y'all lollygaggin, I need y'all to work! Yer guilds did a lot of damage to mah farm, so I expect y'all to get out there and fix it! First, get some dirt and fill in all those dang holes them bunnelby created. If I ain't got some stable ground for mah crops, nothin'll grow! I've also got plenty of seeds prepared, so when y'all are done doin that, I want y'all to plant 'em. An' make sure ya do it right, I don't want to be surprised by a berry bush growin in mah wheat field!



I also got a bunch of foodstuffs that need deliverin' to the marketplace. Normally Aria handles that, but with her gone I've got piles of food that need to get goin. I've already got them boxed up an' ready to go, but I need y'all to drop them off for me. Since most of y'all can't fly, you should take the long road all the way down. It takes a while, but I'd rather have y'all do that then dump the harvest over the cliff! If y'all can figure out how to get it all down there without droppin anythin, that's fine by me, just make sure somebody's down there to take it. Keep an eye out for them Bunnelby too, I think I still saw a few of the varmants running about. It's not a problem anymore, but I'd appreciate it if y'all could chase away the stragglers. The less of them eatin mah crops, the better!



If y'all do a good enough job, I might even getcha a little something extra. I always reward hard, honest work, and trust me, farmin is a lot of hard, honest work!

The Ardent Cinders have been tasked with restoring Helmstock Farm to its former glory. Teams will need to go through the fields and fill in all of the bunnelby burrows that have been dug throughout the farm. Once that is done, Helmstock has tasked them with replanting all the farmland that was damaged during the fight with the bunnelby hoard.

Helmstock also has a stockpile of supplies that need to be delivered to the marketplace in Rift City. With Aria missing, he has tasked the guild to see that the supplies get to where they need to be safely. Teams could either take the long tiring route back to the rift carrying these heavy supplies, or they could devise a way to take the crates safely down the cliff and into the marketplace to do it quicker.

In addition, Wren needs a few teams to accompany him and the Diggersby to the city and wait for the correctional facility workers to pick him up near the mayor Izel's city hall. The Diggersby will try to escape, and some Bunnelby are bound to attack in an attempt to rescue him, so some extra muscle is required. If the Diggersby somehow manages to escape, Wren will need the help to track down and recapture him.

As jumpy as he may seem at times, Wren is more than capable of defending himself and would be able to fend off more than a few bunnelby on his own.

Rewards

Helmstock has promised a reward for all teams who help in the restoration of his farm (including the diggersby escort). All teams who participate will receive:



5 meobans



a furniture voucher

as well as picking one of the following:



Helmstok's Sickle: "A great tool for harvesting crops, or just cutting something. Hah!" Allows the use of Cut.



Drill Cleats: “Them sharp spikes are great for stickin on dirt.” Allows the use of Rock Climb.



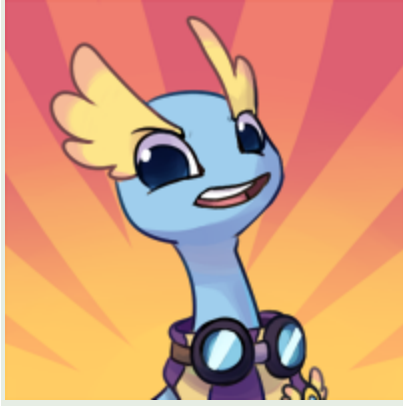
Sun Soaked Parcel Plant: “This is a special flower. It gathers energy in the sun and shares it with whoever’s holdin’ it!” Boosts grass type moves in sunlight.

Please note that you may change the appearance of these objects slightly for aesthetic purposes. For example the Drill Cleats can be reshaped to feet the desired appendage of the Pokemon using it.

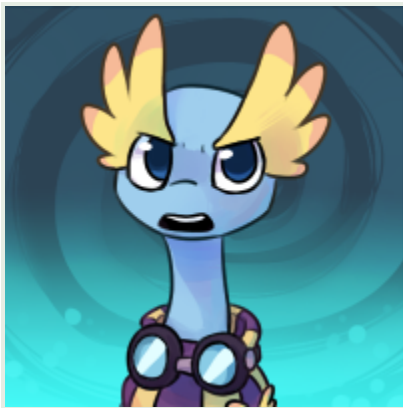
The deadline for this mission is December 2nd at midnight PST!

Roaring Iceberg's Mission 1: Lost Blood

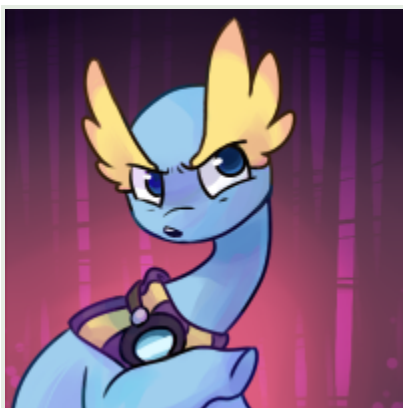




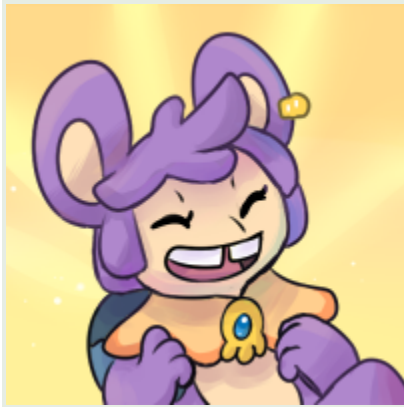
Way to go everyone! I bet the Ardent Cinders are fuming right now; we get to do the exploring while they're stuck with the farm work!



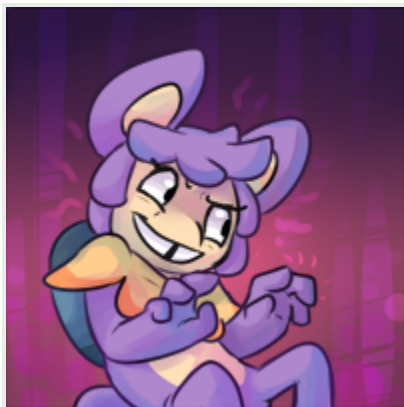
But we can't celebrate just yet. Helmstok just told us that his partner, a Driftblim named Aria, has gone missing in [the Ivory Forest](#). If it's true, then we need to go in and rescue her as soon as possible!



The Ivory Forest is extremely dangerous. Not only will the forest itself drain your energy, but there's a monster we call "The Ivory Bloodsapper" who lives deep inside. Make sure you are all prepared before you go in, or you might not come back. Tiva, could you brief them?



Yup yup! Like Jay said, the Ivory Forest is very dangerous, so you all have got to be prepared before you even think about setting foot in there. Don't worry though, I am the absolute definition of preparedness!



So you might be wondering, what's so dangerous about this place? A lot of you probably lived in a forest before so you might think this would be a piece of cake. Well, this is no ordinary forest. Nothing lives there, and merely being near the place will sap your energy away. On top of that, the Bloodsapper will probably be hunting you down, so you all need to be careful.



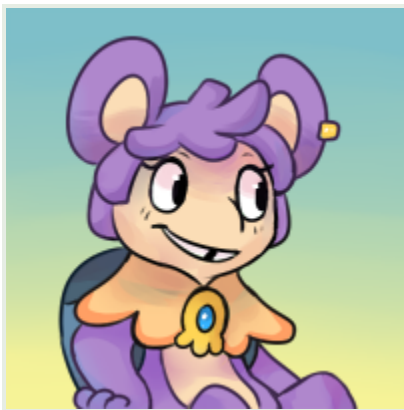
But don't worry, we got you covered! I've already arranged for everyone to receive a pair of flare guns.



These nifty gadgets will shoot a big bright fireball into the sky! We have two different colors for you, red and blue. If you find yourself in trouble or you just can't move anymore, just fire off the red one and we'll send somebody in to pick you up! If you manage to find Aria, fire off the blue one and we'll have everyone get out as quick as possible! Don't shoot when you don't need to though, you only have one shot of each, and they're useless in battle.

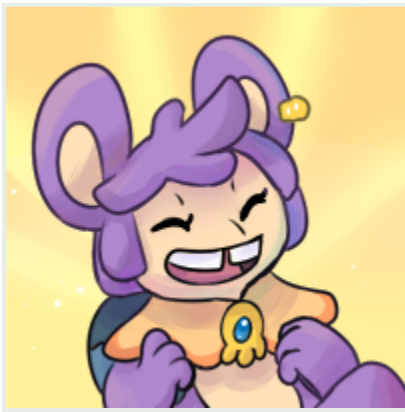


Oh, and I heard that [Tim just opened up shop just recently!](#) He might be selling something that could help you with the mission, so you should check out The Left Paw before you go. Who knows, it might even save your life!



Anyways, for this mission we'll have to split you all into three groups. The first group is the search party! You will be the ones tackling the forest head on, so it will be your job to get in there and search as hard as you can for Aria. We want to cover as much ground as we can, but you've gotta be careful. Don't use up too much of your energy, and steer clear of the Ivory Bloodsapper. Jay made it perfectly clear that NOBODY should be trying to fight this thing, no matter how strong you think you are. If you spot any red leaves, stay as far away as possible because it could be nearby. If it attacks you, RUN, and don't be afraid to fire your red flare if you need to.

The second group is the rescue party! Your job will be to wait at the forest's edge, and if you see a red flare shoot into the sky, that'll be your cue to get in there and rescue your fellow guild members! Your priority will be to make sure everyone gets out safely, including yourselves, so you will need to head straight for that flare as soon as you see it. Don't stay in the forest any longer than you need to, because we might have to send you back in to pull more pokemon out safely. You also need to be prepared to deal with Ivory Bloodsapper. As much as we want to avoid it, if it captures anybody you might have to deal with it in order to bring them back. Do whatever it takes, but don't get captured yourselves! Try to get away from it without fighting if you can.



The last and most important group is our support group! If you don't want to go in because it's too dangerous, that's okay! We need pokemon who are willing to stay back and care for anyone returning from the forest. It'll be your job to help heal anybody who's been injured, and to reenergize anyone who's been in the forest for too long. Make sure they're fit before they go back in, we don't want anybody playing hero.



I think that covers everything. Once Aria is safe, we'll do a role call to make sure everyone got out of the forest. If anyone is still missing, we'll have to send a search party after you, so make sure you all get out safely!

The Roaring Icebergs will be scouring the Ivory Forest for any sign of Aria the Drifblim, with the ultimate goal of returning her safely to Helmstok. It's up to your teams to discover where she is within the forest. The forest itself may be bright and beautiful, but it will slowly drain the energy of all pokemon who linger within it and give them a sense of impending doom. On top of that, the forest has a single resident known as "The Ivory Bloodsapper" who is well known for hunting down anyone who ventures into the forest.

Teams will be required to navigate the forest and search for Aria, taking great care not to exhaust themselves due to the nature of the forest. On top of that, they will need to avoid getting captured by The Ivory Bloodsapper, who will drag them to a different part of the forest in order to drain away all their energy. It cannot be permanently defeated since it is fueled by the forest, but it is possible to drive it away temporarily.

The Ivory Bloodsapper itself is a Shiny Trevenant with the following ability and moves:

Ability: Natural Cure

Moves: Horn Leech, Leech Seed, Phantom Force, Growth.

[More information can be found within these research notes.](#)

Teams will be provided with a pair of flare guns to signal when they need to be extracted. Red will signal trouble, and rescue teams will need to go in and get them out as quickly as possible. Blue will signal that Aria has been found, and everyone will need to gather for role call. If Aria hasn't been found, or if there is anybody still missing, teams will be required to go back into the forest to continue the search.

[It is also recommended to shop at The Left Paw for anything that could help.](#)

Rewards

For participating, teams will earn:



5 meobans



and a furniture voucher,

as well as picking one of the following:



Strange Stick: “This stick feels weird. It’s probably best not to touch it.”

Allows the use of Horn Leech.



Opaque Stone: “Why is everything here so weird? There’s a strange energy coming from this rock.” Allows the use of Magic Coat once per Mission/Job entry.



Ominous Cotton: “Is this even cotton? You could pull on this forever!” Allows the use of Cotton Spore

Please note that you may change the appearance of these objects slightly for aesthetic purposes. For example the stone can be reshaped into a pendant or the stick might be carved slightly to appear more like a staff.

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