

General Rules

- Players work in teams of 2 to collect Shards of Messmer and defeat Promised Consort Radahn. A team wins when **both** players quit out after defeating Promised Consort Radahn and seeing the golden victory text. Players can only enter the Promised Consort Radahn fight after their team has **collectively** obtained all 8 unique Shards of Messmer.

- Burning the Sealing Tree is possible for a **specific** player after that specific player acquires 3 Shards of Messmer.

- All enemy and item placements are randomized. The locations are identical between all 4 players. Upgrading a single weapon will upgrade all other weapons (even those not obtained yet) accordingly.

- Players may not access any area of the base game aside from Roundtable Hold. Players can access the Roundtable Hold shops at any time; the Twin Maiden Husks come pre-stocked with upgrade Bell Bearings.

- Players must play on current patch. Out-of-bounds/glitches/stake skips are banned, **except** the elevators on the way to Jori and when failing the stake skip from Enir-Ilim to Belurat. Quit outs are allowed at any time.

- ERTool and Livesplit are allowed for removing logos and stutter fixing. Players must show IGT at all times if possible.

- Players will have 3-5 minutes to inspect and select a randomized starting class and keepsake. Starting classes may come with unwieldable weapons. All classes start at RL30. Players from the same team may **not** select the same starting class.

- Additionally, players that find a Larval Tear may rebirth as many times as they wish at any Site of Grace.

- Players are in a Discord channel at all times with their team-mate to communicate as well as communicate with referees if necessary. Spoilers from chat or other sources besides your teammate are not allowed.

Power-Ups

- Players can find Power-Up Shrooms in the loot pools of items. Three different tiers exist: Red Shrooms, Blue Shrooms, and Gold Shrooms.

- Red Shrooms inflict a debuff on both members of the enemy team, as chosen by the player who found it. Players can opt to use the Red Shroom whenever they like. The following debuffs can be chosen, but each debuff may only be chosen once per team.

    - Memory of Grace immediately.
    - No Torrent for 2 minutes.
    - Discard two currently equipped items permanently (weapons/armaments, armor, and talismans ONLY). If you are in a boss fight, you must unequip items immediately but may discard them after the fight.

  If all debuffs have been used, finding more Red Shrooms does nothing. Red Shroom locations can be used by both team members, but cannot reuse the same debuff.

- Blue Shrooms can be used to buy one item of choice (**excluding weapons, but Glintstone Staves, Sacred Seals, and Shields are allowed**) from the Site of Grace shop, **only** for the player who found it. Blue Shroom locations can be used by both team members.

- Gold Shrooms reveal the location of a random Shard of Messmer to your team. The revealed shard will have its exact location given and will not be a shard any member of your team has previously found. Gold Shroom locations **cannot** be repeated by both team members, they are only allowed once per team.