



THE GAUNTLET

v1.0

by Arionix

Why hello there! And who may you be?

A jumper? How very interesting. My name is Bunber, the humble butler of this mansion. Now that you've found yourself trapped inside my master's manor, I should do my duty and help you enjoy your time here, preferably alive, that is.

Take **0 Candy Points** to purchase the things you'll need to fight the many ghosts and ghouls that haunt this place. Oh, excuse me, but we aren't quite up to our usual supply. Perhaps you'll take some curses to gain an edge.

But don't worry if you do get turned into a ghost. Fortunately, my master is accepting interns at the moment!



Locations

My master's manor has six distinct floors, or were they rooms? The curse even affects the foundation of this place, haha. In each floor, you must defeat a number of ghosts before dealing with its boss. Only then, you may go to the next room.

You start at The Halls of Sorrow.

The rooms in order are as follows, with their bosses:

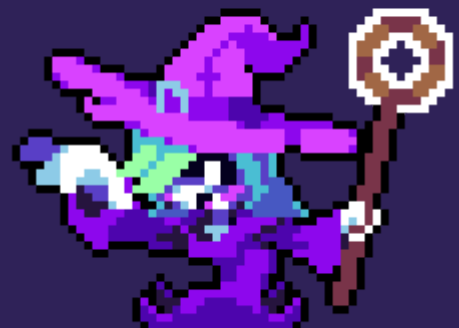
The
HALLS
of
SORROW



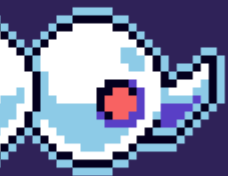
The
EMBER
CELLAR



The
UNDEAD
LIBRARY



The DINETTE of DOOM



The BOTANICAL BALLROOM



The SHUDDER SHADE STUDY



The Shudder Shade Study is the final floor of your journey. Defeat the Phantom King and escape your cruel fate!

... but if you do find a way to undo our curse, we would be extremely grateful!

Age and Gender

You may freely choose your gender, and you seem to be a kid. Hmm, you're **1d5 + 10** years old, aren't you?



Candies 'N Curses



To get **CP**, you'll have to first take on a few curses. Only then, will you be able to afford some candies. But, not all hope is lost.

Between each floor is the Treasure Room, where you get to choose one candy or curse from a choice of three (for free!). Candies and Curses other than those present below may appear there.

There is also another way of getting **Candy Points**, but I'll let you see for yourself. Now excuse me, I must make sure everything is presentable.

While curses do act as drawbacks here, they can have benefits. Candies almost always help you. After this gauntlet, they remain active for one day when used (except for a few ones). More information can be seen in the notes section.



Curses



The Floor is Lava Curse [+ 100 CP]



Imagine your feet covered in the hottest hot sauce imaginable... that's basically what this curse is. Hot, fiery and evil. But at least you'll be stronger against those fire ghosts!

This curse greatly reduces the fire damage you suffer (-50% during the gauntlet, and -75% afterwards), but spawns a dangerous lava puddle beneath your feet (that only damages you) when you land from a jump and every few steps. Poison also hurts you a lot more (+75% during the gauntlet, +50% afterwards).



Icy Soul Curse [+ 100 CP]



A frozen foot that'll put your feet on ice. Allows for skating indoors. Purified soul juice. In this liquid form, you can basically drink a ghost. Though you might not like ALL of the side effects.

This curse makes you immune to floor hazards of all kinds and lets you recover to perfect health after clearing each floor (afterwards, you recover every three hours instead).

However, you slide when turning (and may be really prone to falling) and lose half of your vitality.



Scaredy Cat Curse [+200 CP]



A cursed hourglass that boosts your vitality at the cost of super speed. Actually, that doesn't sound like much of a curse - until you realize how hard it is to evade all manner of ghostly creatures while sprinting down a corridor swarming with them!

Everything around you finds its speed boosted by 30%. This includes enemies and unlike you, they still have their normal perception of time. You're also quite a scaredy cat with this curse, choosing to run and hide rather than fight.



Unlikely Allies Curse [+200 CP]



An electrically charged firefly spirit dwells within this magical glass bottle. Release it, and you'll soon have a new friend. Just don't touch it unless you want a shock! As gross as carrying around a severed, zombie hand may be - it'll summon Zeke to help you throughout the mansion. Just stay clear of him when he bursts from the ground, unless you want an undead fist to the face...

This curse causes the appearance of two allies, which sounds good until you realise that they have just as enough chance of hurting you as they do everything else. The firefly flies around the floor, bouncing off of walls and is capable of floating through furniture. It provides a decent enough light and afterwards stops damaging you.

Zeke is the mansion's only zombie and pops out of the ground to help. Most of the time, he'll appear beneath your feet and deal a nice punch to your face! Afterwards, you may have him dig the ground for souls and ectoplasm, or do any mundane task.



Toxic Heart Curse [+ 200 CP]



This horrifying, disfigured skull will boost your ability to resist poisonous attacks. You decide whether carrying it around is worth its effect, as you'll probably scare off more than a few friends with this in hand. Sour, gooey, and gross. It's like a Sugar Heart candy that's been glooped on by a Spitter.

This curse greatly reduces the poison damage you suffer (-50% during the gauntlet, and -75% afterwards) and hurts any enemy that hits you. It also lets you focus much better in situations where you'd be otherwise panicking.

However, fire hurts you a lot more (+75% during the gauntlet, +50% afterwards) and you're much more prone to being prickly towards those you care for, or those who would otherwise help you.



Soul Stealer's Curse [+ 400 CP]



Become the soul vacuum you've always wanted to be. Just realize great power and financial success comes with a hefty cost. The Reaper of Death will haunt you for as long as you carry this curse. He's out to claim as many souls as he can - yours included if you get in the way of his scythe!

You continually suck the souls out of nearby enemies, weakening them and eventually defeating them. However, the Reaper doesn't quite like you doing his job, so he'll be appearing nearby and swinging and throwing his scythe to get more souls (yours included). This curse also makes you lose half of your vitality.



Fallen Angel Curse [+ 400 CP]



A sacred relic that's been cursed by a powerful demonic force. Have you ever considered making a deal with the devil? Here's an opportunity.

This curse greatly boosts the appearance of Soul Hearts (by x6), which when collected, provide you with some extra health. It also doubles their effectiveness!

Sadly, it reduces your vitality by 50% and makes any physical attacks coming your way deal double damage.



Butler's Curse [+ 400 CP]



When the going gets tough, sometimes you have to muster that last bit of strength to move forward. Carrying this ghoulish bowler hat will call Bunber to your side. He's eager to help, though sometimes his mischievous side gets the better of him.

Bunber the butler will appear around the room and throw bombs. If you're caught in the blast, you'll find them to be really painful (dealing 4 Physical Damage). He'll rarely drop Hearts too, which you can use to heal.

You also have access to the Last Stand which can be used once per floor. It will convert all your missing Heart Points into Soul Heart Points permanently.



True Undead Curse [+ 600 CP]



A boxer's favorite curse. Will let you take more hits to the head, but don't expect any breaks during the match! Ready to join the ranks of the undead? This is your chance! Better get used to the smell of rot.

This curse reduces the Physical Damage you take by 50%. But, it sets the Soul Heart and Heart Drop multiplier to 0 – enemies will no longer drop hearts or soul hearts. On top of that, you lose access to Heart Points but gain 60 Soul Heart Points.



Candies



Sugar Heart [100 CP]



A delicious, strawberry frosted pastry that drowns your soul in re-energizing goodness!

This candy heals you by 25%, but if you're already at (or near) perfect health, it instead boosts your vitality by 25%.



Soul Taffy [100 CP]



A chewy candy that is sure to lift your spirits! Please properly dispose of any candy wrappers in the nearest trash can. Thank you.

This candy gives you 12 Soul Heat Points, which can take some damage for you before vanishing.



Dragon Scale Yum Pop [100 CP]



A sugary Lollipop that resembles a legendary dragon scale. Coated in spicy goodness!

This candy reduces the fire damage you take by 25%.



Gross Feet Chew [100 CP]



A chewy, stretchy candy in the shape of a 3-toed foot. Looks kinda icky, but eating a weird foot has never been so fun!

This candy reduces the poison damage you take by 25%.



Volt Zolt Jelly [100 CP]



A zesty, electrifying treat that's sure to give you a Jolt! This jelly is infused with electricity, crackling with energy that dances on your tongue. It's a favorite among thrill-seeking candy lovers who like a little shock with their sweetness!

You'll have a small chance to Zap another ghost after destroying one.



Spirit Fudge [200 CP]



Chewy, chocolatey fudge with a ghost spirit glaze. A perfect combination of home cooking and spectral science!

This candy heals you and boosts your vitality by 25%. It also boosts your Soul Heart Points or any sort of spectral armour by 25% as well!



Butter Pop [200 CP]



A buttery honey pop that pairs great with tea. Let's all give thanks to the bumble bees that made this sweet treat possible.

This candy boosts the effectiveness of other healing items and abilities by 20%. Any healing item that heals you over some time has its time extended by 20% as well.



Grandma's Favourite Cookie [200 CP]

Your grandmother's homemade cookie recipe. It's chewy, chunky, and sweet - and pairs perfectly with a tall glass of milk!

This candy makes it easier for you to focus during times you'd otherwise be panicking. During these moments, you feel calm instead.



Cloak Gumdrops [200 CP]

A ghostly gumdrop that fills your body with the sensation of spectral transparency.

This candy makes you invincible for 3 seconds after getting hit by any type of attack.



Battery Bonbon [200 CP]

This super-charged bon bon will boost your speed. Great to eat before cross-country races - though you will probably suffer an intense sugar crash afterwards.

This candy increases your speed by 20%.



Zappy Taffy [400 CP]

An electrically sweet piece of golden taffy that will send sugary sparks down your spine.

You charge a protective aura of electricity around you every 18 seconds. When fully charged, you'll ignore any one attack made against you and zap every enemy in a small distance around you.



Jaw Breaker [400 CP]

A jawbreaker that fills your mouth with so much explosive flavor, you may just think you were punched in the jaw.

This candy reduces the physical damage you take by 30%.



Chocolate Mousse [400 CP]

Like chocolate turtles, but much cuter because it's in the shape of an adorable mouse! Filled with creamy chocolate mousse that's sure to put a smile on your face.

Lets you summon up to 10 chocolate mousses which are perfect for recon and biting ghosts. The ghosts they bite have an increased chance of dropping ectoplasm.





Butterfly Sugar [400 CP]



Crystalized sugar in the shape of a beautiful butterfly. Crunchy and sweet!

This candy heals you to perfect health, while also erasing diseases.



Moonlit Bubblegum [600 CP]



A big ball of bubble gum that's been bathed in the full moon's light. A favorite of candy-loving werewolves.

This candy gives you a Moonlit Bubblegum shield, capable of taking any 3 hits before dispelling. During the gauntlet, it respawns when you enter a new floor.

Note: After this gauntlet, it remains in effect for 3 days. It regenerates to full strength each night.



Halo Bar [600 CP]



A chocolate bar blessed with heavenly power. Extra nutty.

This candy revives you after your next death. While in effect, it gives you a halo as well.

Note: After this gauntlet, while you can eat it whenever, it only shows its effect for the first five times per person, per jump.



Quests



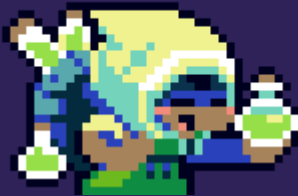
If you're still hurting for **CP**, why not take on a quest or two? Other than providing **CP**, they also give you fancy rewards!



Paige the Peddler



Paige is a mysterious woman from far away. She's a collector of oddities, and searches the world for strange (sometimes spooky) things to add to her ever-growing collection. Her goal is to complete a catalog of mysterious artifacts, and then publish her findings so more people can learn about the many strange wonders of the world.



"Oh ho ho! It's good to see another friendly face in these haunted halls. Bunber told me a bit about you. I'm Paige the Peddler, but you can just call me Paige! I'm a collector of ghostly oddities, and seeing as this mansion is haunted, it seems I've come to the right place."

"If you find anything interesting, would you be so kind as to show them to me? I might even have a reward for you in my bag here!"

The Mission:

Each floor of the mansion will have a certain number of charms hidden in it. This number rises with each floor, but you only need to gather three-quarters of those charms to progress to the next floor.

The longer you take, the stronger the enemies haunting that floor become.

The Reward:

Just accepting this quest awards you with **400 CP**. If completed, you may keep any of the charms you've gathered during this quest. Charms can be bought at a discount.



Hector the Hunter



Hector is a high-ranking member of the 'Hunter's Society' - an organization tasked to purge ghosts and other demonic creatures from the mortal world. He can come off as grumpy and rude, but there's a core of kindness beneath the roughness. For someone with so much ghost hunting experience, he frequently asks kids to complete assignments for him. Maybe he's looking for an apprentice? Or maybe he's just not quite as skilled as he makes himself out to be...



"Huh? Who are you? Great, another lost kid. Now there are THREE of them running amok in this mansion. Anyway, I'm Hector, the hunter. My job is to seek out supernatural dens of evil and purge them in the name of the Hunter's Society! But I wouldn't expect a kid like you to understand the importance of my line of work. Stay out of my way if you don't want to get hurt."

"Hey, kid. Look, this isn't something I usually do, but... I need a favor. I'm on a tight schedule, and need to slay a number of ghosts as soon as possible for my Hunter's report. I'll admit, you seem to be pretty skilled with that flashlight. If you were to give me a hand, I could reward you with something nice."

The Mission:

Each floor of the mansion will see you slaying a set number of ghosts of a specific type. The number of ghosts you must slay for Hector's report rises with each new floor. You must slay all of these ghosts to progress to the next floor.

The longer you take, the stronger the enemies haunting that floor become.

The Reward:

Just accepting this quest awards you with **400 CP** and discounts the flashlights in their section down below.



Curse Crusher



"You now hold the Peppermint of Souls... Will you return to the mansion and attempt to break the curse?"



The Mission:

After defeating the Phantom King at the Shudder Shade Sanctuary, return to the mansion and break the curse that haunts it, once and for all.

You will move through each of the floors, but all of them have more enemies to defeat, more dangerous types of foes to beat, and even the bosses themselves have gotten an upgrade.

The Reward:

This quest adds on to the Gauntlet's reward, so please check its section there. By accepting this quest, you are awarded **600 CP**.



Perks



Music 'N Tunes [Free]

Gain access to the OST of Candies 'N Curses. Now you can jam out to its amazing tunes whenever you want!

Heart Meter and Chain Gauge [100 CP]

You are made aware of a spectral bar – the Heart Meter – which slowly fills when you chain together at least ten attacks within a short window of time without getting hit. To keep filling this meter, you must deal more attacks without getting hit or taking too long (either will set your attack chain to zero, and slowly drain your heart meter). You can see your attack chain with the Chain Gauge, which appears above the Heart Meter.

When the Heart Meter fills, a Heart appears nearby that can be absorbed to heal you a small amount. Certain candies, curses and charms may change how this meter functions.

Heart Points [Free / 200 CP]

Your vitality is now represented and abstracted as a number of Heart Points. With Heart Points, you don't visibly show or feel injuries but die as soon as your heart points reach 0. An average kid has 30 heart points.

This perk is free and mandatory for this gauntlet, but you must pay **200 CP** to keep it for future settings.

Junior Hunter [400 CP]

Despite your short stature, you're a trusted member of the Hunters' guild. You know all there is to know about ghosts and ghouls, and their weaknesses and strengths. You'll also develop the techniques needed to enchant equipment against them.

Moreover, you've got better reflexes and a better feeling of time.

This perk activates after this gauntlet is over.

Connoisseur of Charms [400 CP]

Charms are ghostly artifacts that you can find around the mansion. Charms are ghostly artifacts with amazing abilities that can be attached to equipment. With this perk, you know how to make such charms.

This perk activates after this gauntlet is over.

King of Candies [600 CP]

Candies are one of the best sweets that exist, and it is no wonder that you'd like to know how to make them. This perk allows you to become a master at candy crafting. Moreover, you may choose to imbue these candies with special properties if you wish.

They'll be quite tasty, regardless.

This perk activates after this gauntlet is over.

King of Curses [600 CP]

Curses can be one of the more dreadful parts of creation, so it is a wonder why you'd like to make one. This perk allows you to become a master at curse crafting. Just remember, curses must have positive effects to go with their negative ones.

This perk activates after this gauntlet is over.



Flashlights 'N Charms



Flashlights and Charms will be the way you'll vanquish the many foes in your path. Each flashlight has a set number of charm slots, which – as the name suggests – allows you to attach a set number of charms.



Flashlights



Flashlights are the main way you'll vanquish the many ghosts and ghouls in your path. There are three main types of flashlights: Beam, Lantern and Blade. All flashlights are fiat backed; a new one appears whenever one breaks.

Beam flashlights let you move the quickest but only let you attack right in front of you. Lanterns make you move a bit slower, but let you attack in a small area around you. Blades are the slowest, but you can slice in a wide arc for damage.

The Borrowed Flashlight [Free] [Beam]

The flashlight Molli brought with her to the mansion. Her father gave it to her so she'd be safe coming home at night. He probably wouldn't have guessed she'd use it for ghost-hunting. Reliable, sturdy, and simple: there's really nothing quite like it. Molli even built a device that lets her attach it to her bicycle for stylish, safe night-riding!

The flashlight you've borrowed from Molli. It's decent and clearly cared for.



Charm Slots: 4

Ability: Enemies defeated by this flashlight have a slightly increased chance of dropping hearts.

Atomic Fenix MX [200 CP] [Beam]

A burning red flashlight with a strange attachment that produces a magical flame. Apparently, Bunber frequently used this gadget when taking inventory in the mansion's freezer.

A hot flashlight that's perfect for keeping warm on cold winter nights.



Charm Slots: 3

Ability: With every few steps you take, this flashlight creates a slow floating fireball that damages any hostile ghost it touches, defeating it if it's weak enough.

Pulverizer MP40 [400 CP] [Beam]

A flashlight with explosive circuitry, allowing it to fire powerful magic grenades from its bulb. It's quite heavy, but any flashlight with the fancy mechanical engineering to produce bombs would be.

This flashlight launches sugar-coated flame grenades!



Charm Slots: 3

Ability: Fires a grenade every three seconds that erupts into a pink fire pillar, hurting any enemy that walks into it.

Firefly Lantern [Free] [Lantern]

A lantern that holds the ever-burning essence of a ghostly firefly. This essence materializes itself in the form of three sphere-like creatures that orbit around Molli. Although originating from the same ghostly entity, each sphere of light actually has its own personality!

Friendly fireflies orbit around the lantern.



Charm Slots: 4

Ability: Increased chance that defeated enemies will drop souls.

Torchfly Lantern [200 CP] [Lantern]

A powerful Torchfly lives inside the confines of this sturdy lantern. The orbs that rotate around Molli are intensely hot, and can melt any ghost they touch. It taught itself to fire projectiles by observing the various Spitters that live in the mansion.

Searing hot torch flies orbit around the lantern.



Charm Slots: 3

Ability: Fires two projectiles every three seconds.

Virusfly Lantern [400 CP] [Lantern]

A firefly that's been tainted by venomous lime extract, the Virusfly is a highly toxic creature that must be kept inside the lantern at all times. Its essence takes the form of green light spheres that orbit you. Luckily, these spheres of light aren't poisonous enough to harm you. But they'll disintegrate ghosts with the slightest touch!



Defeating a ghost has about a 25% chance of spawning a deadly poison puddle on the floor.

Charm Slots: 3

Ability: Defeating a ghost has about a 25% chance of spawning a deadly poison puddle on the floor.

Buster Blade 9000 [Free] [Blade]

A magical sword that can cut through even the toughest ghosts! The hilt is that of a flashlight, and turning the power on causes the blade to materialize. Perfect for those who's only "weapon" experience comes from wielding standard, household flashlights!

A powerful blade forged to destroy evil!



Charm Slots: 3

Ability: Increases the rate at which hearts drop from enemies by 15%

Scorch Blade 9000R [200 CP] [Blade]

A ghost-hunting blade that's been dipped in refined sugar-magma. It can cut through steel like a hot knife through butter. Just don't use it for any actual cooking as it's probably too dangerous.

A blade dipped in refined sugar-magma.



Charm Slots: 2

Ability: Creates lava pools when slashed into walls. Has a low chance of spawning a slow-floating ember.

Blight Blade 9000X [400 CP] [Blade]

A blade enchanted with the essence of cursed dreams. Thousands of nightmares have been captured within the steel of this sword - each nightmare exponentially increasing its ghoul-crushing power.

A blade enchanted with the essence of cursed dreams.



Charm Slots: 2

Ability: Creates poison pools when slashed into walls. Has a low chance of spawning a slow-rising poison bubble.



Secret Flashlights



These flashlights are available after you've beaten the gauntlet and desire to go through it again. These can only be used in your first go through if **Crush Crusher** quest is chosen.

These are:

King's Beacon [600 CP] [Beam]

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!

A bulky flashlight that holds the power of the Ghost King.

Charm Slots: 4

Ability: Summons bubblegum ghost companions after slaying wraith-type enemies with the crown.



Worm Light [600 CP] [Beam]

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.

A flashlight constructed from one of the Phantom Worm's body links.

Charm Slots: 4

Ability: Every six ghosts defeated, a projectile-shooting bonbon that trails behind you is summoned.



Hot Head's Chamberstick [600 CP] [Lantern]

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

A candle burning with the flame of the Fire Spirit. A ring of wisps orbit the wielder, snuffing out after each hit but quickly regenerating.

Charm Slots: 4

Ability: Reduces the fire damage suffered by the user by 75%.



Phantom's Lantern [600 CP] [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!

A piece of the Phantom King's core is locked away inside this powerful relic, forever burning with a cursed flame.

Charm Slots: 4

Ability: Slaying 5 ghosts charges one of the candy spheres. Once all spheres are charged, the speed of the lantern rotation greatly increases temporarily, firing large projectiles in all directions.



Necro Scythe [600 CP] [Blade]

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.

A scythe imbued with the Necro Witch's dark magic.

Charm Slots: 3

Ability: Slaying ghosts has a small chance to summon a bubblegum skeleton companion and poison puddles.



Jack'o Slash Blade [600 CP] [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.

A blade forged from the remains of cursed garden shears.

Charm Slots: 3

Ability: Every six ghosts defeated creates a candy bomb. The activation of three bombs activates a powerful vine attack.





Charms



Charms ghostly artifacts that you can attach on any of your equipment, reaping its benefits as long as you've got that equipment. Charms require charm slots to attach to equipment, and each piece of equipment not present above has only 3 charm slots. You can't put duplicate charms on the same equipment.

Each charm has a certain **Charm Weight** and the maximum you can carry is 12.

Charms are fiat backed and can be found for free in the mansion if you accept Paige's quest. If one is bought or found, it is fiat backed.

You get a duplicate of each **100 CP** charm you own every 3 months, a duplicate of each **200 CP** charm you own every 6 months, a duplicate of each **400 CP** charm you own every year and a duplicate of each **600 CP** charm you own every 5 years within a jump.

100 CP Charms



Virus Charm [2 CW]

A spooky charm resembling a skull and crossbones. It's quite toxic, so please keep it away from pets for small children.

Take -50% Poison Damage, but +50% Fire Damage.



Magnet Charm [1 CW]

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.



Ecto-Collector [4 CW]

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 otherwise wouldn't drop ectoplasm have a lesser chance to do so.



Anti-Venom Charm [3 CW]

Show your anti-poison stance with this bottle-shaped charm attached to your favorite flashlight.

Take -50% Poison Damage.



Anti-Blaze Charm [3 CW]

Chill out with a frosty charm resembling a super-chill ice cube.

Take -50% Fire Damage.



Chain Link Charm [1 CW]

Short, sturdy, and reliable. And really easy to attach to your flashlight.

Your chain won't break when hit the first



Discovery Charm [3 CW]

A detective's most trusted tool - now in the form of a trendy, little charm.

Increases the chances of finding undiscovered or hidden items and places.



Lucky Break Charm [1 CW]

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 don't take damage from an attack.



Ecto-meter Charm [2 CW]

For the avid ectoplasm collector. More ectoplasm means more power!

Changes the heart meter into an Ectoplasm meter! Earn 30 balls of ectoplasm every time the meter fills up by maintaining a chain of 10 or higher.

Gives you a meter if you lack one.



Soul Meter Charm [2 CW]

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.

Gives you a meter if you lack one.

200 CP Charms



Charisma Charm [3 CW]

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.

Multiplies the duration of your invincibility time by 2.

If you don't have any invincibility time after a hit, this charm gives you 1 second of invincibility instead.



Undead Charm [3 CW]

A charm in the shape of a creepy gravestone. Be one with your undeadness with this charm attached to your flashlight.

Lose 20% of your vitality as long as this charm is equipped and gain 40 Soul Heart Points, each of which can take a small amount of damage before disappearing.

This charm deactivates until you rest when you run out of Soul Heart Points.



Devour Charm [3 CW]

This soul-shaped charm is creepier looking



XP Pro Charm [3 CW]

For the XP obsessed ghost gunter. Level up

than it should be. This little guy is just hungry!

When completing a floor in this gauntlet, eat 10 souls and gain 12 Soul Heart Points, each of which can take a small amount of damage before disappearing.

Post-gauntlet, you may choose to eat 10 souls or 5% of your own soul to gain 12 Soul Heart Points every 3 hours.



Clash Charm [5 CW]

Make short work of those pesky projectiles with this shiny charm equipped! Probably too good.

Destroy small projectiles with your equipment, but suffer 3x projectile damage.

faster and reap the rewards!

Increases the amount of experience you gain while doing any task by 20%.



Resistance Charm [3 CW]

Protect yourself from the elements with this nifty, shield-shaped charm.

Take -50% Poison and Fire Damage, but take double Physical Damage.



Shockwave Charm [4 CW]

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 a shockwave that damages enemies.



Pup Charm [3 CW]

Call forth Molli's new best friend, Goober, to fight alongside you. He's too adorable not to bring along!

Bring along your ghost puppy, Goober. If multiple Pup Charms are present, each pup will be of a different breed and have a different name.

He can hurt ghosts and ghouls, and can create shockwaves where he lands.



Wing Charm [3 CW]

Who knew such a creepy looking charm could summon such an adorable creature such as Churra? She'll fight by your side with the utmost bravery as she charges forward despite the danger.

Bring forth your ghost bat, Churra. If multiple Wing Charms are present, each bat



Lilypad Charm [3 CW]

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!

Bring along a frog named Hopscotch. If multiple Lilypad Charms are present, each frog will be of a different species and have a

will be of a different species and have a different name.

She attacks by flying across an area, leaving a trail of fire pillars.

different name.

He jumps into enemies and leaves poison puddles wherever he lands.

400 CP Charms



Sweet-Tooth Charm [2 CW]

Show your love for sweets with this toothy trinket. Dentists do not approve.

Higher chance for candies to appear in a treasure room.

Your attempts at making candies and items that grant boons are more likely to be successful.



Blasphemy Charm [2 CW]

Share your passion for the dark arts with this cursed relic.

Higher chance for curses to appear in a treasure room.

Your attempts at making curses and such are more likely to be successful.



Swift Charm [2 CW]

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 your speed by 25% and take 25% less Physical Damage.



Gusto Charms [4 CW]

Bring some much needed gusto to your soul with this hearty charm.

Hearts collected are worth 3x more Heart Points.

Any healing is 3x as effective.



Trailblazer Charm [3 CW]

A fiery charm that's warm to the touch. Don't be alarmed when the bottom of your feet start spewing flames!

Drop embers that damage enemies every 3 steps.



Vigor Charm [2 CW]

Stay strong and healthy with this heart-shaped charm by your side!

The Heart meter drains 50% slower. Any healing over time has its time boosted by 50%.



Sugar Bomb Charm [4 CW]

An explosively delicious charm that will send



Candy Burst Charm [4 CW]

A powerful, candy-shaped charm that's

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 that blasts enemies within a small distance around it.

Replaces the Chain Gauge and Heart Meter. Gives you a gauge if you lack one. Chain Gauge charms do not stack.

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.

Replaces the Chain Gauge and Heart Meter. Gives you a gauge if you lack one. Chain Gauge charms do not stack.

600 CP Charms



Fortune Charm [2 CW]

Good Fortune will be by your side if you carry this lucky horseshoe charm with you! Also happens to be Molli's favorite marshmallow from her most beloved breakfast cereal.

Increases the chance that defeated monsters drop Hearts by 3x. Also multiplies all luck in your favor by 3.



Bubblegum Charm [4 CW]

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 3 hits!

Post-gauntlet, your bubble gum shield regenerates to full every 3 days.



Rally Charm [5 CW]

When things are looking bleak, this little charm will inspire you with an uplifting sense of perseverance. Get up and give it another go!

On first death come back to life. This does not activate in the presence of other 1-Up items.

After use, this deactivates for the remainder of that jump.

The End

You've finally reached the end. These are your win and lose conditions:



Lose Conditions

Permanently dying at any point in this gauntlet counts as a loss. In this case, you lose all perks, items, charms, candies 'n curses you've gathered during your attempt.

But, you can always try again!



Win Conditions

Defeat the Phantom King to win this gauntlet! You get to keep anything you've purchased or found here.

You receive 30 of each candy and curse you own, and gain an assorted pack (containing 20 random candies and curses) every month.

You also get...



The Peppermint of Souls!

A charm given to you by the Candy King. It's kinda cute, despite the fact it seems to be a haunted candy creature. It seems to emanate a mysterious power...

The peppermint of souls is a unique charm, capable of consuming a certain form of dark energy possessed by this gauntlet's bosses (and similar beings from other settings).

It has a **Charm Weight** of 2 and its main ability is giving the wielder a number of Heart Points and Soul Heart Points (12 for both if **Curse Crusher** isn't taken, 24 for both if it is).

Consuming a being's dark energy cures them of their curse and boosts this charm's ability and any abilities the equipment it's attached to has.



Curse Crusher

You've beaten this gauntlet with **Curse Crusher** activated and freed the residents of the curse that haunts them. This adds onto the rewards in the previous section and adds the following:

Candy 'N Curse Ordering

You can order candies and curses from the Candy King himself! You'll be shipped a package containing at maximum of 40 chosen candies one month after you've made your order. Just

note that rarer candies and curses are quick to run out and you may need to wait until they've been stocked. Also, you may not order more than 10 of a specific candy or curse.

This ordering is free.

The Mansion

You read this right, by ridding the mansion of its curse, you get it for yourself! The mansion will remain attached to your Warehouse or Warehouse equivalent, but can be imported to any future setting – where it will manifest near where you appear. This mansion provides the following:

The Rooms:

You get access to each of its rooms. These are:

1. The Halls of Sorrow
2. The Ember Cellar
3. The Undead Library
4. The Dinette of Doom
5. The Botanical Ballroom
6. The Shudder Shade Study

You also get access to the many rooms not mentioned here (such as bedrooms), which can comfortably house a good amount of people.

The People:

You may take anyone you've met here on your jump chain as a companion, however they're free to decline.

This works differently for the people of the mansion – they're needed for its running, after all. If they decline to be companions, they become followers instead; In this case, each future setting will have its version of these people working at the mansion.

Haunting:

You can choose to haunt the mansion again or not. Either way, the people of the mansion will have complete control over whether they wish to transform or not.

The curse will no longer control them.

Notes:

On Candies and Curses:

In the game this document is based on, the player gets to choose candies and curses individually. For the sake of (my attempt) on balance, I combined curses in the Curse section and didn't mention a few candies and curses.

These can be seen here: <https://candies-n-curses.fandom.com/wiki/Treasures>

Further Resources:

https://candies-n-curses.fandom.com/wiki/Candies_%27n_Curses_Wiki

Change Log

v1.0

Initial Creation