

Islands of Wakfu Gauntlet

Jumpchain Compatible CYOA by Fanficwriter1994, 1.0 version



Welcome Jumper, to this unnamed little world. It has been an indeterminate amount of time since the ancient race of the Eliatropes, led by the Council of their forefathers and King Yugo, settled upon this planet following the devastating Mechasm war. Unknown to their people, Qilby of the Council of Six, was the cause of the war, and his machinations to force his people back into space so he could keep satiating his curiosity and need for new experiences, will lead to the downfall of this ancient race.

You shall enter this most ancient of times, more than 10 millennia before the later god Xelor will build his first clock and well before this world becomes known as the World of Twelve. In a few hours, Orgonax of the Mechasm, at the head of a horrible warhost, will come seeking revenge and his lost heart, now known as the Eliacube. You will enter this world as one of its inhabitants but there is one problem,

You have 0 Wakfu Points (WP)

Sorry Jumper, your Benefactor forgot their wallet and has also forgotten to pay for premium access to this world, thus your lack of WP as well as the locking down of your Perks and Warehouse. You will enter with nothing except what you gain here and your Bodymod, thus you will need to take Drawbacks.

However, as a sign of good will, Goddess Eliatrope will ensure that your chain won't end if you're still on the planet by the end of these events, surviving so long will instead mean you have completed this Gauntlet. Not that it will be easy given the mechanized enemies you will be facing, ones which laid low the mighty Eliatropian people.

Unless otherwise stated this Gauntlet ends when Nora and Efrim sacrifice themselves or Orgonax is destroyed.

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Drawbacks

First, let us get you some WP to pay for, right?

Gauntlet no More (+1000 WP)

Ah, looks like your Benefactor found a means to get their wallet back. Though they won't if you don't want to. Taking this will mean that this becomes a regular Jump with you needing to stay for 10 years. This could be difficult as Orgonax isn't exactly easy to deal with. You will also not gain any of the Post-Gauntlet Rewards nor can you take any of the Scenarios.

Not Islands of Wakfu (-500 WP)

Ah, want to skip ahead do you? Very well, you may take this document instead to head right to the world of the Wakfu Animated Series, how you handle this will be up to you. You may enter up to three days before the first episode's second half, meaning when possessed Tristepin attacks the restaurant of Alibert. If you took Newborn, you may enter instead all the way back to when Yugo would be left with Alibert by Grougaloragran. Adjust your starting location accordingly. Drawbacks will be adjusted if necessary such as Odo being replaced by another, similar being.

Supplement Mode (+0 WP)

Looks like you want to go through a Crossover. Alright. You can take this as a Supplement but doing so only means that you will be given a portal to the next world once this Gauntlet ends. It also won't be considered completed until after you finish that Jump and taking this Toggle means you need to take that Jump as a Gauntlet as well. However, what you gained here will carry into the next Jump and whatever form you took here will overwrite whichever form you would have gained in the other Jump. If taken with "Gauntlet no More" you may also choose to skip the events of this Gauntlet and enter whichever jump you're supplementing this to as whatever you chose here, your discretion on how this works out.

Fanfiction (+0 WP)

Just in case you want to take the above Toggle but want a bit more freedom in how to structure this whole thing. With this Perk you may integrate the cosmology of the Krosmoz with the setting of the supplemented Jump. If you can come up with a coherent narrative reason, it will work.

Young Child (+100 WP)

You're a child, one of the young Eliatrope whose future is still uncertain. Not yet trained in combat, you are physically weaker than most of your elders. Your age is 5 to 8 years old.

Elderly (+200 WP)

This replaces Young Child, instead you are an elderly member of your kind. For an Eliatrope this means 90 to 120 years old, for a dragon you'd sit at the age of Baltazar, which means you're as capable as him during the events of the Animated series. Yes, this means you're not going to be much help in the battle either.

Newborn (+600 WP)

Choosing the earliest huh? You're now a newborn of your species, setting your age actually to only a few days at most. Don't think as a dragon this becomes any less problematic as newly hatched dragons are only slightly less susceptible to death than baby Eliatrope.

Longer Stay (+100 WP)

You now need to survive longer than before. While before the events of this Gauntlet may have ended within a day or two, surprising given the sheer scale of devastation faced by this planet, you won't get away so easily this time. The first purchase of this Drawback adds a year to this Gauntlet's duration. The second purchase adds 9 years. For every subsequent purchase you must add another 10 years to the duration and you may take this Drawback up to 10 times. Mind you, if you evacuate to Emrub the timer will pause until the Eliatrope are brought back to the World they left, with you experiencing every second of your stay in Emrub, which takes way over 10.000 years. Hope you got patience.

Odo's Trail (+100 WP)

Odo is the leader of the Lu-Fu, a Wakfu starved race serving Orgonax. Odo is well fed however, and a glutton who wishes to consume as much Wakfu as he can. He is powerful enough to kill Glip of the First Six Eliatropes in single combat and quite quickly at that. Now, this very same Odo is after you. He isn't stronger than he would be at the end of Islands of Wakfu, but given it took Nora at the end of her journey with all of the blessings she and her brother received to defeat him? Yeah, better be careful.

Buffed Monsters (+100 WP)

Oh, this is bad. It appears all the hostile enemies in this Gauntlet have gotten a x3 boost to their stats due to an infusion with Stasis, meaning they're three times more resilient, deal three times more damage and can move three times faster. Better hope you're ready, I don't think Nora and Efrim can handle this alone. Only exception is Orgonax himself as he is already powered by Stasis.

Clumsy (+200 WP)

Well, this is unfortunate. You're now clumsy, not to the extent that you have no way of defending yourself but you're likely, and prone to, stagger, fall over, or stumble every now and then over your own two feet. Hope you can compensate.

Unlucky (+200 WP)

Hope you weren't planning on gambling because you are unlucky. Not fatal but you are going to be met with misfortune during your stay here. Such as dropping some money or a wardrobe malfunction. They won't get you killed but they will be VERY annoying.

Rozens Infestation (+200 WP)

Rozens are an invasive species of Stasis charged flowers which will appear as the disaster of these events unfolds. Normally this wouldn't be an insurmountable obstacle though they will damage you, but now there are ten times more of these plants, and they've spread. You need to destroy them when they're in your way if you want to proceed or escape wherever you are. Hope Nora isn't limited solely to what she can do in the games because holy moly.

Its Raining Stasis (+200 WP)

Oh this is bad. Before, Stasis was already falling in meteorites from the sky. Sadly for you, this isn't random for you anymore. You will need to periodically dodge Stasis in a petrified form as being hit will damage you. Portals won't work against it and each which misses you will spawn a Rozens Flower.

More Mechasm (+300 WP)

Before, it was only Orgonax who came here. This massive, cybernetic monstrosity was defective obviously as his heart was ripped out by Qilby to build the Eliacube. Now, you're dealing with two. Or more. You can take this multiple times, just hope that the final blast can destroy them all. You can take this up to ten times, adding another Mechasm to this battle.

Survivors Needed (+300 WP)

In the normal course of the game, Nora would round up any surviving Eliatrope children to be evacuated to Emrub with Baltazar. However, now she won't be able to as she is busy. So it falls to you. Round up at least 20.000 Eliatropes, children or not, to be evacuated. If by the time the last Eliatrope on the planet dies there are less than 10.000 in Emrub you fail this Gauntlet.

Qilby's Wrath (+300 WP)

It looks like Qilby will be an issue. Yugo has failed to seal him and he has chosen to go after you, believing that you hold the key to his plan to continue the journey of the Eliatropes. He will assault you with everything he has except the Eliacube. Be aware that Qilby is by far the most experienced Eliatrope alive as a member of the Council of Six and with the ability to retain his memories between reincarnations. You can take it twice to not only face Qilby but his sister, Shinonome the Red Dragon, as well with her being fully willing to fight for her brother.

Memory Erasure (+300 WP)

Ah, I guess this would fit. This could be considered a new life and only Qilby remembers his past lives. As such, if you take this Drawback, you lose all memories from outside the life you have here, meaning you can only remember what your Origin provides. You can take this twice, losing all memories including any that would come from your Origins. All Companions are also affected and will gain 300 WP in addition to their normal stipend.

Nora's Path (+600 WP)

Oh, this may be a problem. Nora and Efrim won't be the heroes of this tale, you will. Either they have died and left the role to you, or you will enter as Nora or Efrim, depending on your Origin. If you manage to reach the end of this Gauntlet, the canonical end of the game, you are guaranteed to die. However, in return you will still be counted as winning this Gauntlet, or if you took appropriate Drawbacks for such a scenario, will awaken newly hatched from a Dofus, and be able to move directly into the Wakfu Animated Series Jump starting however, from the day Yugo is hatched alongside a twin, whether an original from a new Dofus, or your counterpart in the Nora/Efrim pair if you replaced either of them.

Peak Below the Mod (+600 WP)

The Bodymod normally isn't game breaking, but then there are those who choose to skip a Jump and just get benefits from it, "Frontloads" as they are called. Regardless of that, this Drawback can be taken to remove your Bodymod for the duration of these events, you regain it all at the end of this Gauntlet.

Origins

Note: The following Origins are for background and race only. You gain an Alt-Form and all basic abilities these races provide which will be listed.

Your age may be anything from 12 to 19 years as we are assuming Nora and Efrim as a baseline. You may stay the same gender or change it for free.

Eliatrope (Free)

You're an Eliatrope, the race which morphologically follows the Great Goddess, Goddess Eliatrope, in appearance. She is the chief deity of their faith and the six First-born are her children and your ancestors. By default you're a normal Eliatrope, not one of the quasi-immortal, reincarnating Eliatropes such as King Yugo and other members of the Council of Six. Your abilities are the Portal magic, which grants you the ability to project round, flat portals from your hands which allow teleportation between them as well as redirecting attacks. A more advanced form of using this ability is shooting a blast of Wakfu from the portal by shoving one into another. Your Affinity for Wakfu is quite prodigious.

Dragon (-100 WP)

You're a dragon it seems, I... haven't heard of your kind being born among the Eliatropes outside the six Dofus, but I suppose it would make sense for Shinonome to get it on with that hunk Adamai, no matter how much their brothers may quibble. You're therefore a magical reptile which has taken after the male of the pair of primordial deities, the Great Dragon and have therefore a strong affinity, though not inherent resistance, to Stasis and its manipulation. Out of the races of Eliatropes and Dragons, you belong to the physically stronger and have inherent shapeshifting abilities.

Location

You may start near the Temple where the game starts, around the time Mina of the Council would welcome Nora and Efrim there for their trials. If you took certain Drawbacks, you can also start where it would make sense for the setting you create that way.

Perks

Both Origins get 2 Perks from each price level discounted. 100 CP Perks are free if discounted.

Basic Skills (Free)

This perk serves to ensure you can use the skills your origin grants you at a basic level, regardless of your form. Yes, you can use Portals if you are an Eliatrope here, even if next Jump you're going in as something like a dog or cat. Be the freaky portal hopping kitty you always wanted to be. Or blow something up with Stasis, I won't judge.

Primordial Speech (Free)

Everyone appears to speak the same language here, typically sounding French if some rando in another world doesn't do a voice-over. With this Perk you can now understand, and be understood, by anyone and anything clearly as if you spoke their language fluently, even if you were talking gibberish. This can be toggled. You can also convert your speech to one specific language of your choice which you have heard in the past or which is present here if you want nobody to be able to understand you.

Art Shift (Free)

This is a simple Perk, it lets you change the aesthetics of any world you visit to be that of Wakfu, and yes this means a far more colorful experience. Doesn't give you any benefits beyond aesthetics, but hey! Nice looks right? Can also be applied to your Warehouse and those who enter it if you haven't applied it to a particular Jump, or vice versa.

Quick Learner (-100 WP)

It can be quite amazing how some simple instructions can teach so much. Like Nora you can learn new skills from scratch through simple instructions of your elders. Maybe half an hour of training would be enough to become proficient at a martial art to the point of being able to fight off hordes. Nice, right?

Resilient (-100 WP)

Nora and Efrim can be called many things, determined, gutsy, and resilient would be just three of them. Like them you are able to withstand an ungodly amount of damage, being able to recover from the equivalent of a C4 block exploding in your face with some minor medical attention or healing methods. This makes you, if you could do it before, 5 times more resilient than normal.

Voices of the Gods (-100 WP)

Nora, while not a prophetess or priestess of Eliatrope, is noted to have a special connection to her mother, able to hear her voice in ways no other can. Like Nora, you can commune easily with the divine, allowing you to seek guidance though how useful that guidance would be is up in the air.

Dextrous (-100 WP)

You would be surprised to learn that Eliatropes have a lot in common with the Air Nomads of Avatar The Last Airbender, both of them preferring to dodge rather than tank damage, and with their portals, Eliatropes are quite good at it. Naturally you need to be quite nimble in order for you to use this technique, so why not take this x5 multiplier to your dexterity and be the Dodge Tank you're meant to be?

Wakfung (-100 WP)

Wakfung is the martial art practiced by the Eliatrope people, learning it being a part of the initiation trials for an adolescent to reach adulthood within Eliatrope civilization. You now possess considerable skill in this Martial Art, though I think Glip can teach you a thing or two.

Krosmoz Expanded (-100 WP)

Do you want to carry along the memories of your people? Would you like for certain gods to be accessible for you to call upon for aid? Want to continue communing with Eliatrope? Well, how about this? With this Perk you can create connections between the Krosmoz and any new worlds you visit, can create ruins of the Eliatrope people or even pockets of survivors if you so wish. They can't be a major faction if you choose the latter, but it can be fun world building. Maybe the Olympian Gods have dealt with Eliatrope and the Great Dragon before? Perhaps Khorne is drinking buddies with the Great Dragon? Who knows?

Elemental Affinity (-100 WP)

Eliatropian combat techniques involve a lot of magic, and therefore it isn't surprising that elemental effects are included. Nora is capable of enhancing her blows with wind and Efrim is capable of attacking with water, as two examples. You may choose any typical element (Fire, Water, Wind, Earth, electricity, etc). This can be purchased multiple times and the first purchase comes with an affinity for "Space", which is an irregular element related to Portals.

Blessings of the Future (-200 WP)

Ah, these are... a bit out of time. Choose one of the Twelve Gods that would become the dominant deities upon this planet in over 10.000 years from now, you gain all the benefits of their followers with none of the downsides or appearance changes. This means you won't become a boneheaded idiot for Io or turn into a furry as an Ecaflip. Or you could, if you're into that. You may buy this multiple times.

Goddess Speed (-200 WP)

Being slow sucks, so why bother? With this Perk you are granted a x5 boost to your movement speed, this obviously comes with all the bells and whistles needed for you to also react at such speeds, with your perception accelerating so much that, to you, everyone else moves 5 times slower. This Perk can be taken multiple times and will stack linearly (5 → 10 → 15 → 20 etc)

Devotion Brings Change (-200 WP)

In later ages, humans would change their appearance from a basic human one to whichever matches the god they are devoted to. Yes, the cat people and panda people are actually humans, not demihumans or whatever. Yes you can sleep with that cat lady over there and have offspring. Anyway, Eliatrope and the Great Dragon don't do that, namely because their followers are already a matching set of races, Eliatropes and Dragons. However, why not use this? You can use a 20 minute ritual which will convert somebody into an Eliatrope, granting them the Perks "Basic Skills" and "Primordial Speech". Your choice if this would function as a "Reincarnation" which will reset their apparent age to that of an Eliatrope of 9 to 12 years old. You can also determine whether the new form is male or female, if you want to. You could also leave it up to the decision of your target.

Shushu Guarding (-200 WP)

Hold on, this shouldn't be here, last I checked Rushu hasn't even created his own realm and the Shushu demons, has he? Oh well, you now have the ability to bind a defeated opponent into a physical object, granting it magical properties depending on the type of Item as well as how powerful the foe was. A relatively weak Shushu such as Grufon can still create a powerful magical map while a much more powerful one like Rubilax becomes an awesome sword. You can even access some of their abilities while holding them. Those who have a powerful will though can attempt to possess whoever wields them, even yourself.

Unbreakable (-200 WP)

Your mind is unbreakable, you can never suffer a mental break-down and your willpower cannot be overpowered by others. Likewise your will is unassailable, meaning that abilities reliant on it are boosted to infinity. No I am not joking. You can beat a God of Willpower in a contest of Willpower. Additionally, any and all trauma you suffer only lends itself to your personal growth, preventing your mental stagnation and, if you were to be put into Qilby's situation, you won't go mad after a few thousand reincarnations, or being stuck in that white void.

Wakfu Reshaping (-200 WP)

An advanced form of Wakfu based magic displayed by Nox, Qilby and Yugo after Phaeris transferred information to him, the caster creates physical objects, most often weapons, out of their Wakfu. These constructs are fairly durable and can cause actual damage to beings such as Dragons but put a strain on the caster to maintain. This is easiest for the Eliatropes and dragons for obvious reasons as descendants of the literal GODDESS of Wakfu.

Wakfu Vision (-200 WP)

Another somewhat advanced skill, this Perk grants you the ability to see the Wakfu of all living beings around you. This lets you see their true nature, see what is out of your line of sight and also spot magic cast. This will work on both life force based abilities (Ki and Chakra) as well as more normal magic (Mana, Prana etc) and won't be blocked unless someone knows how to deal with Wakfu.

Arts of Wakfu (-400 WP)

You now possess the know-how to create the magical wonders on par with the Eliatropes and the principle understanding behind all of their Wakfu based creations. You don't have a catalogue of their magi-tech, but that can be arranged later.

Seventh (-400 WP)

Huh, I guess there is a seventh Dofus now. You're now the newest member of the Council of Six, the ancestors of all Eliatropes and their leaders. Like your siblings you were born of a Dofus created by your divine parents and you have a Eliatrope or Dragon Twin sibling (Gender up to you). As a consequence, you will now have greater natural potential than normal members of your species and have an exceptionally extended lifespan. Should you die however, your Wakfu will return to your Dofus, and if both yourself and your twin have died you can reincarnate from it. Beyond this Gauntlet this will function as a 1-Up with the death only counting once both yourself and your twin have died, and time continues after this condition has been met only after you have reincarnated which is guaranteed to happen after at most one year or, if conditions aren't good for it, when your Dofus is safe and taken care of. Unless mitigated by other Perks, this new you will not retain your memories but you will regain them once the Jump ends.

If you and your twin die a second time in the same jump, it is the end and you will have failed it. If you both die in this Gauntlet before Nora casts Exterminatus or you do, the Gauntlet will be counted as failed. The 1-Up won't be used up if you are killed by the Final Solution.

Blood of the Gods (-400 WP)

Eliatropes and their dragons are descended from two gods, never forget that. To reflect that, take this Perk. For this Gauntlet you gain benefits from both of the races offered here, both the powers of an Eliatrope and those of a Dragon. Additionally you can now shapeshift into the other race at will. This furthermore grants you a x100 multiplier to both your physical strength, durability and speed as well as multiplying your energy reserve limits by 100 as well. If taken with "Devotion Brings Change" you can use this Perk to grant somebody this Perk or turn them into a Dragon rather than an Eliatrope, your choice.

Experience of Qilby (-400 WP)

Well, at least experience with your skills. Not any of the negative baggage. You now have hundreds of thousands of years of experience in any form of skill you possess, easily making you the most skilled at anything you can do while giving you also combat experience such that you could predict a hypersonic moving warrior's every move five entire minutes into the future, in real-time no matter what they try. Doesn't come with actual memories, so no losing out on all the fun due to it getting old instantly.

Final Solution (-400 WP)

Oh, this... these are the big guns my friend. This is the spell I like to call “I Cast Exterminatus”, the act of channeling the power of Goddess Eliatrope into a giant energy blast which wipes out all life on a planet and can destroy the otherwise nigh indestructible Mechasm Orgonax in a single blow. A suicide attack, there is no defending against it. To use it you need to find a conduit for a god’s power, such as the flower on the peak of Mt. Zinit, and then channel the power of that god. In this Gauntlet you can only use this from the peak of Mt. Zinit itself with that flower and it will be as unilateral as in the game. In future Jumps, using this power will only erase all hostile beings.

On a global scale, no matter where they’re hiding, even if it is in another dimension, so long as it has been connected recently, they’re gonna get hit. You will need to find another source of power other than Goddess Eliatrope most of the time. Also, dying to this attack will trigger a conditional 1-Up in future jumps, meaning you will wake up in a safe location.

Prophecy (-400 WP)

Chibi is known as the Prophet of the Eliatropes, meaning he could receive visions of the future from the goddess. Like the former king you too harbor the gift of Prophecy, or more accurately, the gift of “Sight” so to speak. You can, before going to sleep, determine to have a form of Lucid Dream in which you’re able to view the past, present or future relating to yourself or those around you and related to you. Those who are family to you can also harbor this ability and even communicate with you and each other.

Items

A Eliacube (Free)

You get this for free, your own Eliacube. Well, calling it a “Companion Cube” would be more appropriate. Based loosely on the same technology as The Eliacube, an Eliacube is an independently moving, personal computer based around Wakfu energy. Composed of some parts reminiscent of a Mechasm device, this machine is in effect a personal computer the size of your fist. It can manifest a computer interface if you need and is controlled by an advanced Artificial Intelligence with a personality of your choice as well as any voice you wish. The AI cannot be hacked, influenced or manipulated by outsiders. Additionally, all forms of Technokinesis or the like are entirely useless against it. The Eliacube can extend this protection to all computer systems you own.

Full Wardrobe (Free)

It is a miracle that by the end of the game, Nora wasn't naked with how much shit she went through. So, here. Have an entire wardrobe full of Eliatrope-based outfits, including enough hats to give one to every human on Earth, the World of Twelve, and for good measure, Coruscant in Star Wars, fifty times over. And all of them are indestructible, unique, and look fantastic, not to mention they adjust to fit the wearer.

Platypus (-100 WP)

The “Mighty” Platypus is a small animal. Unlike the creatures of the same name found on Planet Earth, this creature is bipedal and can carry balls of Wakfu. It is another member of the species separate from the one Nora would be able to summon and like her, you can summon this little guy. Unlike his counterpart, this Platypus won't be blown out of existence at the end of the game.

Islands of Wakfu (-100 WP)

Here we have an extended version of this game, both the classic as well as a version following your adventures. The game has updated graphics, integrates adjustments to match better with the TV Series, and is only accessible after you finish this Gauntlet. In return you can enter through this game a version of this world that hasn't experienced the cataclysm to come, so Amalami and all the others who died for no reason other than being simply victims of this tragedy can live on. Experience the world of Eliatropes as it was originally with no need to find a way to defeat a monster like Orgonax without wiping out all life on the planet because he is that ridiculously durable.

Za'ap Network (-100 WP)

A full network of Za'ap Portals, stationary devices which can open portals similar to the magic of Eliatropes. They are one of the few structures to survive the cataclysm and rebuilding 10 millennia later by the gods. This grants you a supply of 20 “Za'ap Seeds” which, when planted and supplied some Wakfu, will grow into large plants that form a circle. When touched and told the name of a place with another portal, it will open a portal there to travel through without the danger of Portal Sickness setting in. This can work up to an intergalactic scale but cannot lead back to another setting you have been to unless it is connected. It also can't be used to return to the Eliatrope's original homeworld. They respawn once per year.

Qilby's Forge (-200 WP)

This is a workshop on the same level as Qilby's laboratory inside Mt. Zinit. It is one of the most advanced laboratories you can find as it was built with the collective experience and knowledge of a man who has been alive almost as long as the Krosmoz, remembering every life he ever lived. The machines here can be used to produce any of the various devices used by modern Eliatropes as long as you know how to build them.

Knowledge Base (-200 WP)

This is a database holding all the schematics and instructions you need to build the techno-magic of the Eliatropes such as Eliacubes and the more mechanical version of Za'ap as well as the Zinit spaceship and the technology to harvest Wakfu. As another example, it is by design implied that Nox's machines were based on Eliatrope designs he found in the Eliacube, so take that as another example.

The Eliacube (-400 WP)

A copy of the Heart of Orgonax, this device is the template from which normal Eliacubes are made. Holding a storage capacity for Wakfu which is near infinite and able to amplify the abilities of anyone harnessing it to the point of allowing a mortal Xelor to reverse time with enough Wakfu, this device can match up to Dofus infused warriors if need be and can take many forms. The default form is that of a glowing blue cube. Even though this Eliacube is an exact copy of the one Qilby created to spark the war with the Mechasm, Orgonax won't recognize it as his heart and neither would he the real deal, driven far too mad and beyond reason.

Dofus (-400 WP)

One of the Eggs created by the Goddess Eliatrope and the Great Dragon, this is your egg now. Whether you're one of the Six, a Seventh, or not, this Dofus will receive your Wakfu, your essence. It functions as a 1-Up on its own, can amplify your power significantly even without another five, if you want to know how much, 1/5th of a god's power. This stacks significantly with The Eliacube. If you have "Seventh" the 1-Up will fall away for this, but you both gain this Item for free, and get twice the power boost from tapping into this Item's energy. You can buy this twice, the first being your own, the second can either be a "Dud" or be assigned to another pair of Companions you either create here or import into this Gauntlet. Only the first Dofus is free with "Seventh".

Your Island (-400 WP, Free w/ Dofus)

This is the "Island" of your soul. A safe space to which you can return at will. Items stored here can be summoned to your hand and you can open Eliatrope Portals into this space to store them. Anyone you bring here will be safe as if they were in Emrub. If you bought this with Dofus, it will be the container of this world. There is no upper limit to the size though it will on default only have 1 roughly 400 square meter sized island. Purchased with a Dofus, this will be replaced with 40 small spherical planes roughly 70km in diameter. This space will have an ecosystem which will be influenced by your health.

Companions

Import/Create (-100 WP)

You may import or create up to 8 Companions into this Gauntlet. They get 1/4th the WP you got from Drawbacks and will import as Eliatropes.

Twin (-200 WP, Free w/ Seventh)

This is your twin, they are the opposite race from the one you chose in this Gauntlet and gain every Perk you got in this Gauntlet. They will be unfailingly loyal to you as a result and your synergy will be beyond amazing, able to work together flawlessly. Stereotypical Twin Speech is optional, in future Jumps they import for free independent of Companion Limits in any companion option you choose with an additional 1000 CP. If you replace either Nora or Efrim, this will default to the other. You may import one Companion into this Option which you didn't import into the other, they gain all the same benefits as just buying this option.

Little Red Badass (-200 WP)

The canonical heroes of this tale, Nora and Efrim. Maybe you were their companion on their quest, maybe you took their quest and they survived to Emrub. In either case, when this Gauntlet finishes they will show up in your Warehouse.

Journey's End

You have done it, you survived until the end. Your rewards will depend on your actions, see them below.

The Turtle

You fled, you survived by either running from all battles and hiding, or by hijacking the escape of the children. Maybe you did it legitimately, as one of them, but you didn't stay and defend what is left of your people. But, you survived. Well, not the most glorious way to go but you did, that is the least you had to do.

Reward:

- Minimum Mod: Take every Perk or Item that was acquired here for free as well as your new Alt-Form, it is added to your bodymod. You retain everything else as normal.

Hero's Death

You stayed and held the line, until the final seconds of this planet, you fought the Lu-Fu and maybe even Orgonax to buy time for Nora and Efrim. You died on the final conclusion of this tragic tale but you died the death of a hero. Do not worry, as stated you surviving past this point isn't the point. As such, you didn't fail this Gauntlet. You succeeded.

Rewards:

- Intermediary Mod: Take every Perk and Item up to the full cost of 200 you have purchased here as well as your Form obtained here and add it to your Bodymod.
- Transcension: You are now also given the Perk "Seventh" and the Item "Dofus" for Free and they are added to your Bodymod. If you purchased either with WP, you are refunded their full price in CP to be used in the next Jump. If you have a twin they attain "Seventh" as well.

Journey's Companion

Ah, you weren't happy to leave it up to just Nora and Efrim now, were you? You have followed them, being a steadfast companion and friend for the young twins, aiding in their battles and surviving the most harrowing pilgrimage in the history of this planet. You may have perished alongside them, maybe even with a sibling of your own, but you were there, facing it all. Such dedication to ensure the future won't be forgotten.

Rewards:

- Advanced Mod: Take every Perk and Item up to a full cost of 200 WP as well as 1 Perk and 1 Item of up to 400 WP, they are now Bodymodded.
- Transcension: You are now also given the Perk "Seventh" and the Item "Dofus" for Free and they are added to your Bodymod. If you purchased either with WP, you are refunded their full price in CP to be used in the next Jump. If you have a twin they attain "Seventh" as well.
- Blood of the Gods: You attain the Perk "Blood of the Gods" for free and if you previously purchased it, you are refunded its full price in CP to be used in the next Jump. If you purchased "Twin" then they also attain this Perk.

You're the Hero (Requires "Nora's Path" Drawback)

Maybe you convinced Nora and Efrim to join the children in Emrub as their protectors alongside Baltazar, maybe they died, maybe you are either Nora or Efrim yourself, it hardly matters. You have undergone this journey, saw it to its end and paved the way for the future by destroying Orgonax. It cost you your life, but soon you shall awaken again, whether you have chosen to move on or are still lacking some time.

Rewards:

- Ultimate Mod: Every single purchase you made here is now added to your Bodymod. All Companions included, they can now be imported for free independent of the Companion Limit with a 500 extra Stipend. (All Rewards listed below are also Bodymodded)
- Transcension: You are now also given the Perk "Seventh" and the Item "Dofus" for Free and they are added to your Bodymod. If you purchased either with WP, you are refunded their full price in CP to be used in the next Jump. If you have a twin they attain "Seventh" as well.
- Blood of the Gods: You attain the Perk "Blood of the Gods" for free and if you previously purchased it, you are refunded its full price in CP to be used in the next Jump. If you purchased "Twin" then they also attain this Perk.
- Emrub (Requires "Peak Below the Mod" Drawback): You gain the dimension known as "Emrub", a spatial pocket which will now house the Eliatrope survivors. They are all now your Followers, also including all surviving dragons.
- The Dofus (Requires "Peak Below the Mod" Drawback): You attain the six Eliatrope Dofus for free, currently only the Dofus of Yugo and Adamai is fully occupied with only Shinonome, sister of Qilby, confined in her Dofus out of the remaining Dragons.
- The Eliacube (Requires "Peak Below the Mod" Drawback): This is the true Eliacube. You get it for free and it will contain tremendous amounts of Wakfu, easily enough so as to allow a Xelor on the level of Nox to reverse time. If you purchased "The Eliacube" above then you can combine them to multiply the amount of Wakfu within by 10 as well as boosting the power output it can grant the wielder by 100.000 percent.

What Next?

Return Home

You want to go home? Very well, after this harrowing ordeal nobody can blame you I think. If you were awarded CP to be used in the next Jump you may use it up to buy from either of the other Wakfu Jumps.

Move On

You appear to be quite like the king, a wanderer and adventurer. Very well, move on to the next world, maybe they can use someone with your talents.

Stay Here

Ah... this may be a bit... difficult. This place is devastated as you know, so how about this? You move on to the Wakfu Animated Series Jump, staying in your current race, and then you can decide whether to stay or not. This is the default option should you have taken "Longer Stay".

Notes

Changelog:

v1.0: Finished the Gauntlet, finally!

Links:

[Wiki Page on Islands of Wakfu](#)

[Wiki Page on the Eliatrope Council](#)