

Rival-Gates Mission 6



Mission 6 is live!



The Ardent Cinders are working in the Admiral's Arena to gain trust and learn anything they can about the "Under".

Ardent Cinder's Mission 6 can be found [here](#)



The Roaring Icebergs are working on the outer boundaries of Dos to clean up and do their part to discover any rumors about the "Under" on their end.

Roaring Iceberg's Mission 6 can be found [here](#)

This time around we are handling the deadlines a little differently with a rolling system. The mission will be guaranteed open until the end of April and then will remain tentatively open until the release of the next story update. This may be within a few days of the deadline or a few months, although we would like to avoid such large lengths of time between a deadline and an update moving forward. Still, this will be a way for folks to capitalize any down time as we work on any refs and story parts that may still need completion come May.

The deadline for Mission 6 is April 30th 11:59 pm PST.

Upon completion of this mission, please add this stamp to your Team App:



Missions are the follow-ups to 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 your 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. Below 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. Teams will receive one Z-Crystal of their choice

Master= 8 stamps

Perks: Paid the most: 16 for jobs, 11 for missions. Has full access to secret missions along with a large home that can hold up to 10 members by unlocking all 6 of the extra slots. Teams will receive an additional two Z-Crystals of their choice.

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.

As a reminder we have also opened up a discord where members can more actively chat with others about their teams with other members or an admin. This server is also serving as an alternative hub to share stories and view archived material. If this sounds interesting to you, feel free to join the discord by using this link:

<https://www.deviantart.com/users/outgoing?https://discord.gg/nK2wBtrrzQ>

Tasks will also be updated with new Mission 6 specific tasks so be sure to keep an eye out for that!

We hope you have fun!

~The Rival-Gates Administration Team

Ardent Cinders Mission 6: Inner Inquiries



This will take some time I think. Thankfully this matter has been left to the more rational of the two guilds.



I suppose so. It will take careful documentation to find out exactly where this Under is hidden; we can't afford to leave any stone unturned and Dos has always survived by playing with their cards close to the chest.



Exactly. We will begin by seeking out work for the Admirals and their security details, and inquire as to The Under where appropriate. Even the smallest amount of information may help when put together properly, so you should all document your findings carefully.



Be cautious, though. The Admirals have been willing to utilize these Ancient Pokemon in their guard. These magearna and genesect patrols, they can get aggressive if they detect anyone stepping "out of line" as it were. Upsetting locals will get us thrown out into the Outer Ring.



Duly noted. As I trust you all understand, the Ardent Cinders are expected to be methodical, but not aggressive like the Icebergs. Remember to stand down if this investigation starts to irritate people; focus your efforts elsewhere.

The Ardent Cinders begin their investigation in the Inner Ring of Dos Village!

The village is extremely secretive and wherever the path to this mysterious place is, there's no hope of finding it without vital information from Pokemon who have been there before Dos Village was established. The residents of the Inner Ring may have nicer living conditions than those in the Outer Ring, but they're homes are still in a bit of disrepair, more similar to the

mismatched, reinforced structural style living spaces of Rift City. They are secretive and almost religious, keeping torches and candlelight wherever they can and avoiding the dark.

Locals who will have the most useful information to give will be Steel, Electric, Fire and Fighting types, those who share stories of surviving in dark and cramped conditions and living much like being in the wild.

The information, however, will be vague. These Pokemon have gotten accustomed to keeping quiet, avoiding saying anything that will upset the Admirals or the security androids roaming the village. They will likely even complain that they feel restrained, that there is such a thing as too much security here - though the oldest among them will also say that being secure is necessary in order to survive. Getting information about the Under's location will be just about impossible, but what is clear is that the ones who have been to that place will never want to return.

Some rumors you may hear from the Inner Dos folk regarding The Under may mention lack of light, being closed in, and the sound of water. Here are some examples of what may be heard:

- *"I've never been but... My grandfather would tell stories about his old home being cramped and claustrophobic. Always sounded like they lived in one of these ancient buildings, but I couldn't guess which one. Anyway, best not mention that word to anyone else. The older folk can get pretty riled up at the mention of it.*
- *"I'll sometimes grumble about the stifling security of this place, but my grandma's always lecturing me what a blessing it is. That, where she was from, her world was "smaller and surrounded by darkness". Said it's better "to be on top and sheltered than in deep in the under". I thought she meant it as a sort of proverbial saying, warning me about complaining, but maybe it was about this Under you're asking about?"*
- *"Oh, that sounds kinda similar to what my great aunt would talk about - living somewhere underneath something, but it sounded like she lived somewhere like a forest before she moved out here? Always talked about trees and lanterns. Not sure, but the older folk get real cagey about it regardless... maybe I shouldn't be saying so much. I don't want to get tossed out into the Outer Ring, so please don't tell anyone I told you this!"*
- *"I think that sounds familiar with where my grandma said she lived for a bit? I don't know if it helps, but she often complains about the dripping that comes from our roof when it rains. It startles her something fierce. A few times I noticed her clutching a lantern and muttering something about "needing to keep the flame sheltered". I think she's worried it might go out."*
- *"I don't think you understand, youngster. What it is to grow up in darkness, in the cold, where you can barely see an inch in front of your nose. Always fighting to keep yourself*

sane, always worried that your neighbors will break and turn feral. There is nothing to be found in the Under but pain and misery.”

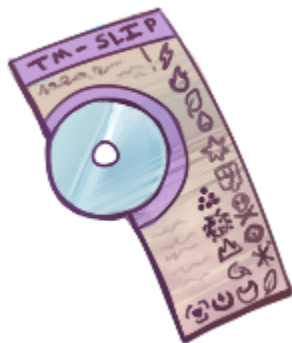
Rewards:

For participating, teams will earn:



5 meobans

And they may choose between either of the following rewards:



A TM Slip

Or



A Furniture Voucher

Please only take one or the other!

Your team may receive one of the following Bonus Rewards as long as their entry is submitted before the deadline:



- **Spitfire Stick** -Invokes the moves *Stockpile* and *Spit up*. Can be used once per job/mission/event.
- “An ancient tool modified by the locals of Dos. Scooped up items can be trapped inside the netting by pulling down on the yellow lever, causing an internal engine to fire up. Once released, the items within will be shot out, helped by thrusters attached to the back of the stick.”



- **Sonic Horn-** Invokes the ability Punk Rock.
- “A device left behind by the ancients that magnifies one’s voice.”



- **Confidence Booster-** Invokes the move Me First.

- “A strange, plush, foam appendage that boosts the wearer’s confidence. Distract advancing opponents with this oddity and show them how it’s done!”

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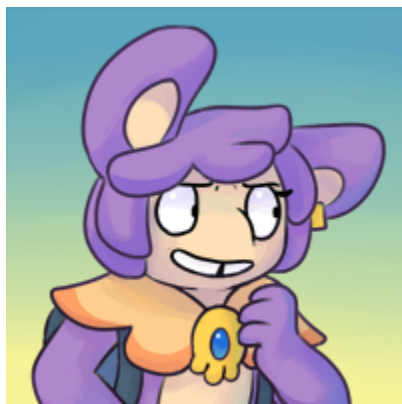
Good luck everyone!

~The Rival-Gates Administration Team

Roaring Iceberg Mission 6: Outward Omissions



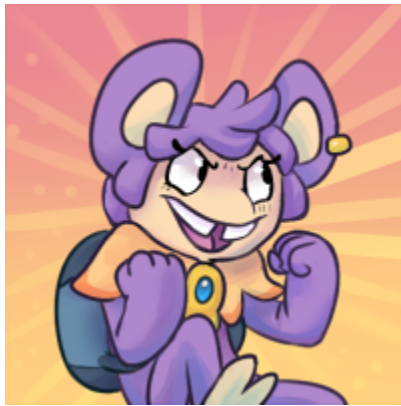
All right Icebergs, forget the Cinders! Out here is where the real work is!



It sure looks that way, huh? This place is... woof. There's so many lanterns and fire stones... Must get dark here a lot. And they look rough. I mean it looks like it could be put together a little better.



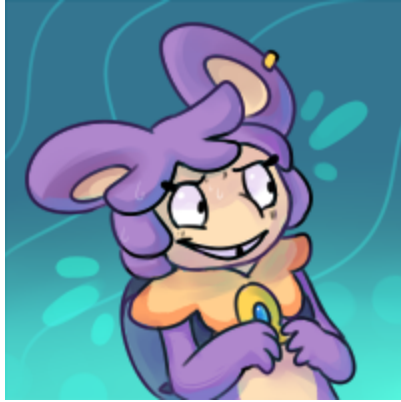
Yeah, and that's where we come in! All this garbage has to be scooted out to the borders away from the houses. Probably some repairs for a few of these places too...



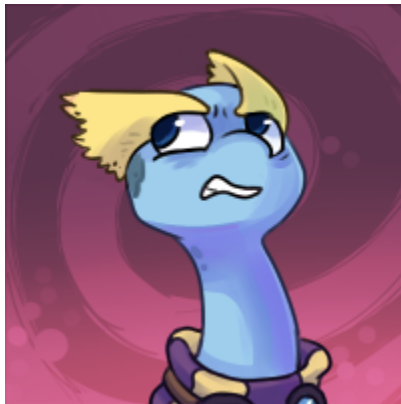
Right! I'm sure we've picked up enough tricks from the Hive to know a couple good ways to reinforce a house's frame. There's bound to be good material somewhere out here too!



We can't forget the main goal though. We gotta get these Pokemon to open up to us, tell us something about the Under. Which means starting by doing what we always do - do the job and do it *right!*



Oh - we should be careful going through the stuff on the edge of the village though. Wren warned me there are a bunch of wild nests out there, and they'll get defensive if we start digging them up.



Sounds fine to me. So long as they're not building their nests right under someone's house or anything like that. If they are, they'll have to get moved out one way or another."



Yeah...

The Roaring Icebergs have been tasked to do some clean-up work around Dos Village in order to uncover the secrets of the Under!

The village is extremely secretive and wherever the path to this mysterious place is, there's no hope of finding it without vital information from Pokemon who have been there before Dos Village was established. The residents here are in dire living conditions, but seem to be durable and hardy. They hold on to light from fire and electricity like lifelines, and are wary of strangers. It will take some effort to earn their trust.

Locals who will have the most useful information to give will be Steel, Electric, Fire and Fighting types, those who share stories of surviving in dark and cramped conditions and living much like being in the wild.

The information, however, will be vague. These Pokemon are still living on hard times, as the Outer Ring of Dos is filled with the weaker of their kind - both mentally and physically. Some of them are at risk of becoming feral and occasionally defend themselves from intrusions, both from already-wild Pokemon and neighbors who are one bad day from running off to join them. The oldest among them may still even remember where the door that sealed the entrance to The Under is hidden, but they will warn you to stay away from that place, as it harbors a lifetime of misery and terror for them.

Some rumors you may hear from the Outer Dos folk regarding The Under may mention terror, missing persons, and bias towards certain types. Here are some examples of what may be heard:

- *"Please don't mention that around here! My grandfather recently had one of his episodes. He spouts some wild things sometimes, but the look in his eye was crazed and fearful. He mentioned that word a few times... It's why we got kicked out of Inner Dos."*
- *"I'd be careful about mentioning The Under around here. I saw this wild 'mon pop out of nowhere not too long ago. He ran around like crazy, yelling "You can't keep us down there forever! The Under is coming for you!" or some nonsense like that. Well anyway, he was scooped up and taken away by some of the Inner ring guards and no one's seen him since."*

- *“T-The Under? For your own safety, I wouldn’t be talking about that. The folk around here are pretty wary of strangers and... certain types. I see a few dark, bug, and ground types in your Rift City group. You better leave. Those types never last long around here...”*
- *“I... I don’t want to talk about that. I have... had an eevee friend who evolved into an umbreon. He was well liked, but when he transformed... people’s attitudes toward him changed, casting him dirty looks and occasionally getting a bit violent. Whispers of him being a “curse of The Under” circulated and... well... I haven’t seen him in a long time.”*
- *“We swore to forget... It took us so long to finally escape from the terrors of the Under. Please, please don’t bring it all back to us... We’re happy here, we’ve paid for the sins of our ancestors for years so we could finally be free...”*

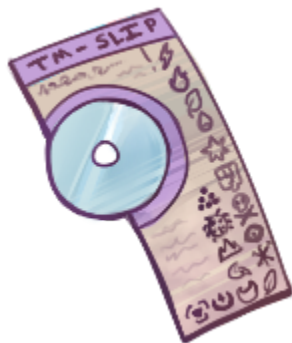
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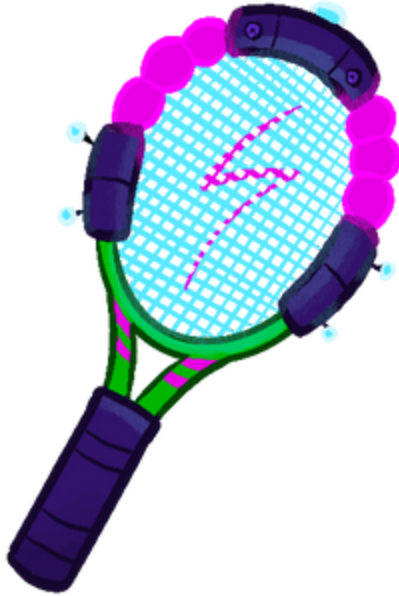
A Furniture Voucher

Please only take one or the other!

Your team may receive one of the following Bonus Rewards as long as their entry is submitted before the deadline:



Alt color (can take which ever you prefer):



- **Retro Racket**- Invokes the moves Charge and Electro Ball. Can be used once per job/mission/event.
- “An ancient tool modified by the locals of Dos. The ring heats up and electrifies the netting. Wait a bit and a ball of energy will gather in the middle of the net, swing to send it flying!”



- **Charged Claw** - Invokes the ability Galvanize.

- “A black metal that appears to be stuck in a small chunk of rock. Normal type moves seem to become electrified when holding this item.”



- **Pop Pods** - Invokes the move Seed Bomb when thrown. Can be used 5 times.
- “These small, round seed pods are perfect for storing explosive powder. Crack some of these on the ground to surprise an opponent!”

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