

Gauntlet

A multi-dimensional cavalcade of betrayal, intrigue, and housekeeping

TL;DR:

- Collect the four treasures of the elements from the Overworld, Nether, Aether, and Twilight Forest to unlock the Gauntlet.
- Complete a specific goal depending on the calling.
- Once all four treasures are placed in the Castle, everyone who has completed their calling goal will do the Gauntlet and try to win. Anyone who fails to complete their goal before the Gauntlet will die.

So what's going on?

Gauntlet centers on one main path to follow: to unlock the Gauntlet and beat it. To unlock it, it needs the key blocks from: the **Overworld** (Diamond Block), the **Nether** (Wither Skull), the **Aether** (Valkyrie Queen loot), and the **Twilight Forest** (Minoshroom Trophy).

The main stage of the events happens at the **Castle**, which is a simple place that houses rooms for everyone, the **Gauntlet**, and other corners of the Castle ripe for exploration and discovery.

Each person will be given a “calling”, a goal that they have to complete before being able to do the Gauntlet. Some callings might have goals that aim to help themselves, kill others, do some tasks, or even choose their path.

What are the callings?

There are 12 callings:

- The **Apothecary** wants to make the Ultimate Potion, having to grab a few ingredients first. Just with the side effects of random potion effects given to each person.
- The **Necromancer** must go on a quest to kill their former master, the Twilight Lich of the Overworld, and can fight it with their undead friend, who is a resurrected person who doesn't retain any memories of their goals or death.

- The **Trickster** is there to make everyone laugh, as well as fill some of the more menial tasks around the Castle. They must also protect the Castle's most prized treasure from the...
- The **Thief** wants a little something, something from the Castle. They can go invisible and steal from the Castle while they're invisible, with their goal being to steal a very valuable thing of sorts and hold onto it.
- The **Lycanthrope** turns into a Werewolf every three nights and attacks anyone on sight. After their first incident, they can seek out a cure to their lycanthropy.
- The **Druid** has a book that has the cure to lycanthropy and can help the Lycanthrope cure it without much loss.
- The **Journeyman** is no one of particular. Carry on.
- The **Destined** has to fulfill an overly complicated ancient prophecy on their own and avoid the ire of...
- The **Hunter**, who must figure out clues regarding the prophecy, use them to find the Destined, then kill them before they can finish it or else.
- The **Cultist** worships an evil god and seeks to unleash them out to the world. If they are killed by a person, the Wither is summoned into the world and starts attacking the Castle.
- The **Plague** must attempt to "cure" someone, which will kill them in two days. They must also prevent other people from trying to interrupt.
- The **Assassin** is tasked to kill a random person. If the target dies of "natural" causes, the Assassin will get a new target.

Mod List:

- Aether I
- Twilight Forest
- NetherEX
- Hide Names
- MumbleLink
- Better Mineshafts
- Better Caves
- LibraryEX
- Cosmetic Armor technically exists, but we decided not to use it.

Rules of Gauntlet

These are general rules that typically everyone should follow.

These don't cover calling-specific rules.

!! SHOULD ALSO SAY HALF OF THESE GOT BROKEN IN THE SEASON!

1. Keep it chill. While everyone is trying to get their goal done, put some entertainment into it and don't rush everything.
2. There will be a two-day grace period. This means general killing and calling abilities that could kill someone won't be allowed until the third day. Other calling tasks such as collecting items and whatnot are fine.
 - a. Calling abilities can't be used once inside the Gauntlet.
3. Calling goals should be done by the time the fourth and final key item of the Gauntlet is placed. If someone hasn't finished their goal by the time the Gauntlet is ready to start, they will lose and be killed.
4. No destroying blocks in the Castle or any calling-specific building unless told to do so for a goal.
 - a. The only blocks that can technically be destroyed are
 - i. the signs at the front doors of rooms
 - ii. the trapdoors at the windows of said rooms (which should be replaced afterwards)
 - iii. the key blocks if they're used for a goal.
5. You can decorate the room that you choose and can even connect it to an adjacent room if given permission by the other room owner. However, you can't extend the room outwards with another build and such. Build within the space you have.
6. You can have another base as well as your room, but it shouldn't be your main place of residence.
7. You can ambush people at portals, but wait until they have fully loaded in and have started moving around for a couple seconds.
8. Traps can be set up at peoples' rooms and the Castle entrance, but not at portals.
9. Don't burn, destroy, or steal calling essential items such as books if it has nothing to do with your calling. Generic ingredients and items don't count for this, but named items probably shouldn't be destroyed.
 - a. If an essential item does seem to be missing for whatever reason, let the admin know so it can be replaced.
10. Everyone will be given a skull in their inventory. Don't remove this from your inventory since it will be used for several callings.