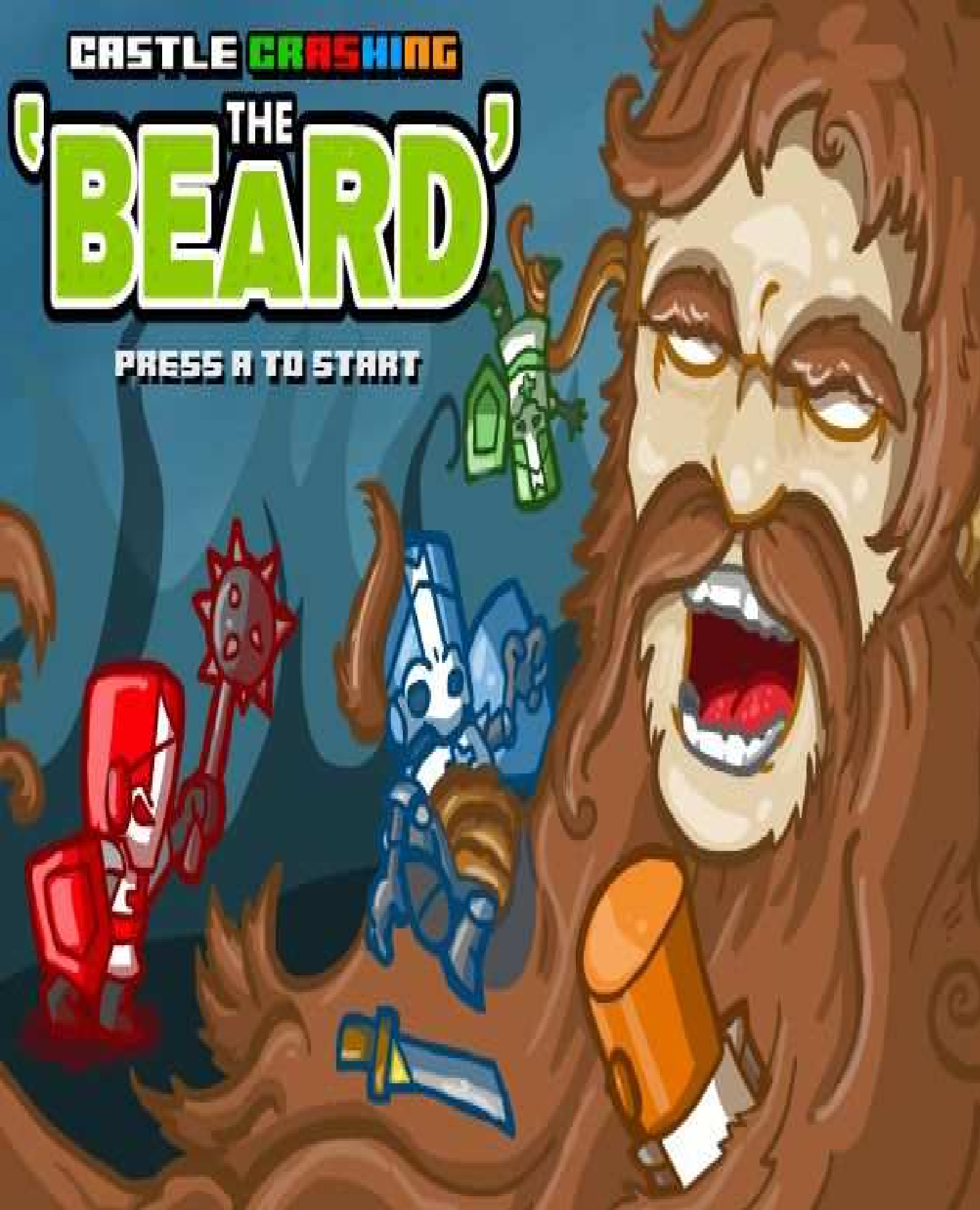


CASTLE CRASHING

'THE BEARD'

PRESS A TO START



Castle Crashing the Beard Gauntlet

A flying bearded head with supernatural powers and a Knight from Castle Crashers, who each have a few tricks up their sleeves, duke it out. The Beard wants to get the Castle Crasher out of it's hair, while the knight wants the floating supernatural head gone. Who will cut it and who will crash?

Jumper it is time for a trial by fire, it is time for a Gauntlet!

*You start the Gauntlet with... **0 BP** to help you hair out your options. If you thought you would get free BP, you are mistaken Jumper. Take some drawbacks and then we can talk. What Gauntlet gives you BP at the start? Not this one.*

Everything besides your body mod and any memories you may have (not that they will be all that useful) while you undergo the Gauntlet is gone. You have no perks, no items, nothing. This includes no companions. They are safe, they just won't be making an appearance during the Gauntlet. If you complete the set goal of this Gauntlet, you can take everything you have bought here with your BP. If you should fail the Gauntlet, move onto your next jump with empty pockets.

Gauntlet Introduction:

You begin the Gauntlet in a generic, unnamed forest with several floating chunks of land and numerous graves - many fallen heroes who didn't cut it, perhaps? In front of you floats a giant bearded head. During the first phase of the Gauntlet, the Beard will shoot lasers from his eyes, and rush at you every so often. In the second and final phase of the fight, the Beard becomes a skull, regains all its health and a new attack is added to its skillset; every so often it can now shoot fireballs in every direction. To win, you may have to seek out unexplored lands.

Gauntlet Goal:

This task is not going to be easy. No, it is going to be very, very hard. I want you to do what your predecessors failed to. I want you to fight, and defeat, the being known as "The Beard."

I know you prefer to live on, but first I should give you the honor of choosing how close to death you will walk. Walk too close and you know the consequences; you will leave this Gauntlet revived and whole, but without any of the purchases you made here.

Your Up Jumper (Optional Challenge):

Jumper, I know your not going to like the sound of this, but just hear me out. If you do, there will be something very special in it for you. I have your attention now, good.

You know how that Three Strikes and You're Out Perk, well, set that aside and die zero times to and succeed at this challenge. You will acquire quite the powerful ability Jumper. Every single one of your one-up abilities become three-ups, what does that mean. It means that all perks that supply you with a chance after death, will bring you, at no additional cost, back to life 2 more times, making it worthwhile wouldn't you say so?

Drawbacks:

No Drawback Limit.

(+100 BP) ARGH!

The Beard will scream at you during the battle. ARRRRGH! If you only had ear plugs. Sadly you don't.

(+100 BP) Where'd these graves come from?

You will stumble every so often on graves during the battle with the Beard. It will get annoying fast, and we all know that humans can't multitask.

(+100 BP) Eat my Fist!

You must defeat the Beard with only your fists.

(+100 BP) Living life on the Edge

All of the Beard's attacks are far more damaging and your health falls quicker than it otherwise would.

(+200 BP) Everything is On Fire!

During the second stage of the Gauntlet the forest will be on fire.

(+200 BP) Platformless

All chunks of floating land are removed, making it more difficult to dodge the Beard's eye lasers

(+200 BP) Strong Bones

The Beard's health is now doubled, in both phases, and damaging the Beard is slightly harder for you.

(+300 BP) Out Of Setting Knowledge Lock

It doesn't matter how you got the knowledge, all you have to know is that during this jump you will know nothing about the setting and any related meta knowledge will be taken from you during the Gauntlet.

(+300 BP) Are you sure your moving?

The effects of gravity during the jump are doubled, making you have to make twice the effort or move half as fast.

(+300 BP) Knighty Knight

You are no longer the only one who stands in the forest with the Beard. You are one of many, but you are the only one that stands *against* the Beard. They recognize that they are weak and stand with the Beard who is something, who is strong. The Beard, a being of unknown, and supernatural origins. The knights that pull themselves from the graves are zombie-like, and wouldn't be able to catch a rock in a race. Their mental facilities have been breached, and they will slowly make their way towards you, with the Beard charging at you as their leader.

(+300 BP) You Got One Shot

Any extra life perks acquired from this gauntlet or externally from another jump will be disabled during it.

(+300 BP) Get your own Beard

A knight will attack you while you fight the Beard; facing two threats at once is quite dangerous. Pay attention or death is the only outcome.

(+300 BP) I am not trying to set a world record

You must defeat the Beard in under an hour; failure to do so means you fail the Gauntlet.

(+400 BP) Parlor Tricks

You can only attack the Beard one time before retreating, and may not do any combination attacks.

(+400 BP) LAAAASERRRS!

All of the lasers that are shot from the eyes of the Beard are twice as wide and proportionally more difficult to dodge.

(+500 CP) The Bearded Tribunal

During this Gauntlet, your going to have to put up with far more than what a single magical bearded being offers, so much more. You have to face five Beards at once, each Beard possessing a strong resemblance to the original. Though they may be only close in appearance, there potential for destruction is clearly visible and matches the original's. The Beard's appear almost holy, as they levitate in the sky above you. Jumper, your going to be hunted down, and swarmed by these five Beards, and your likely going to not live to see the end of the day.

A Close Shave

Requires: I'm not trying to set a world record, and The Bearded Tribunal Drawback.

Take down the Beard I said. In a day I said. I was wrong, I wanted you to actually take care of Five Beards, in an hour no less. Every good jumper should be able to do this. I have no reason to believe you can't. There is something that I could give you, I don't know if your really up for it though. If you really are, I should at least tell you what the reward is. Take care of the five beards, under an hour, and you shall be given an exclusive perk, only for the fastest jumpers located in the Gauntlet conclusion section.

Good. Jumper, you're almost ready, now arm yourself. The spectators are getting restless, and want so badly to see some blood.

Perks:

(Free) Combo Counter

You will gain a combo point each time an attack of yours hits something. Your combo score rises as you get more attacks in. There is no limit, but the count will reset upon stopping your attacks.

If you acquire the perk Experience on Hit, you will gain experience equal to your current combo score each strike, for however long the combo lasts.

(Free) Drink Your Milk

Your body is far more durable, and could withstand multiple fireballs to the face. Not that it won't hurt, but the fact that you're that durable is impressive by itself.

(200 BP) A Grave Experience

You may attack graves and earn experience points until your attacks break them. It is dark, I know. But at least you have another avenue to earn experience should there be no enemies around.

After this jump, if desired you can attack anything that was set up to remember your enemies, such as a statue, as a way to get experience. If you want to, you can lose memories of the good and bad times that you have had with them forgetting them entirely when all traces that they have existed have been destroyed.

(100 BP) Flight

You can now fly, not fast, just enough to get off the ground, and stare at clouds up close or whatever you choose to do. Remember that this level of flight won't allow you to break the sound barrier.

(200 BP) Hair Manipulation

You can manipulate your own hair, The hair can be used to hold things, throw things, move things and such like any prehensile object could.

(400 BP) Eye Lasers

You can shoot lasers from your eyes. The lasers you create require ten seconds to charge, and the most mundane of mortals where the beam passes will perish instantly. *Peeew! Pew!*

(600 BP) My Glorious Beard!

Any forms which has hair, the hair becomes extremely rich in color, shine, and voluminosity. Additionally your hair will grow faster than natural. If you wanted to grow a beard or grow your hair out it should now be a lot easier. If you don't want to grow any hair faster than you already do you may disable the secondary effects of this perk at will.

You also gain a bearded head alt-form like the Beard. While in this form you can drop heavy loaves of bread on people from the sky, something that no one in a right state of mind should expect. How dastardly!

(100 BP) Three Strikes and You're Out

To improve your chances of defeating the beard you receive three extra lives. When you die your will revive in place fully healed and rested. Any extra lives left over from this jump may be used in future jumps but they do not refill. You may only buy this perk once.

(200 BP) Resource Bars

When you wish, you can now see, in your mind's eye, bars that display your current physical condition (your health) and reserves of all types of energy you currently have access to.

(400 BP) Experience on Hit

Each time you land a hit on someone you gain experience. This synergises with the Combo Counter perk, as described in that perk, such that you gain slightly more experience for each subsequent strike in a combo.

(600 BP) Body-Weapon Gains

By utilizing a weapon in battle it gains experience. When that weapon acquires enough experience the weapon levels up, evolving. Each time the weapon evolves, the weapon becomes far stronger, and will resynchronize its form to match your current fighting style.

You may optionally, have your current clothes resynched as well, which will be as strong, but focused on protection rather than having any offensive properties.

Items:

(50 BP) Plunger

A basic toilet plunger that is immune to damage. Use it in battle to humiliate your foes, or to fix a clogged toilet. Or fix a lot, if you're into that.

(50 BP) Huge Loaf of Bread

A loaf of your favorite type of bread bigger than anyone should eat or be capable of eating, even in multiple sessions. The loaf of bread is four or so feet tall and just as wide. Good thing it won't ever mould. You receive a huge loaf just like it once every year in your future jumps.

(100 BP) Axe

A high-quality crimson edged firefighter axe for all of your beard cutting needs. This axe is immune to all damage. Chop chop.

(200 BP) Golden Trident

A reflective, luxurious golden trident to puncture your enemies with. This trident is immune to all forms of damage.

(300 BP) Lollipop

99% Sugar, 1% Happiness Concentrate. This lollipop is immune to shattering, regenerates as you lick it and retains the great taste no matter how much you lick its sugary goodness. I forgot to mention, yes, this is a weapon.

Gauntlet Conclusion:

Failure:

It appears you have failed the Gauntlet. You may not keep anything bought in the gauntlet. You may return to your chain in the same condition that you were in at the end of your previous jump.

Success:

You... you actually won, jumper? I'm surprised. Congratulations on a Gauntlet well done. You may take everything that you have bought in this Gauntlet with you to your future jumps...

You thought I would leave you empty handed. No, I wouldn't do that to you.

As a reward for completing the Gauntlet you can now make any future jump look and play like a 2-D platformer; if you have a certain game in mind it will happen like that. How this change exactly plays out, and how the laws of physics change is up to you; for example, you may also choose for your jumps to happen normally and your fights to be 2-D, if you prefer. You may enable, disable and alter this effect as you like, though will gain no advantage for changing the style mid-fight, and other people in the fight/world won't tend to notice anything odd about it, or how you alter it.

If you took both The Bearded Tribunal Drawback, and I'm not trying to get a world record Drawback during the Gauntlet, you receive an exclusive perk.

(Exclusive Perk, Beardrunner)

Speedrunners are awfully good at completing games in no time flat. How about applying this skill to your life, not in games. Anything that has a time limit attached to it, your movement speed, your ability to react to split-second changes, make last second decisions you are a master of. Your really that good, practice, and I know you will become even better.

A game that used to take you an hour to complete, through exploits, and your freaking awesome reaction and movement speed your like the flash. You can complete that very same game, with this ability in the time it takes for a bag of popcorn to finish popping. A minute and a half.

Each time you practice something, you will shave seconds off. Apply this skill to your life, and your no average footsoldier, you rise the ranks in record times, you quickly become faster than the fastest man alive. You build things quicker than the most seasoned craftsman in time. You do things quickly, if you wanted you could become a plague on the battlefield, and become the most decorated soldier alive.

What's Next:

Go Home

Next Jump
End Chain

Note:

Thanks Jester, and Mac for your help and suggestions for the Gauntlet!