

Minecraft Dungeons Gauntlet

A Jumpchain-compatible CYOA by ltmauve v1.1

An ostracized young man, wandering into the mountains, ran across the Orb of Dominance. Powered by his hatred, he has used it to put Illagers and monsters under his direct control. With this army, he has rounded up the free folk and forced them to act as labor for his war machine.

But a hero will step forth to challenge the Arch-Illager's army and defeat him.

That's you. Oh. You just started. You have **+0 Cube Points**. And you're just bringing in your skills, not any of your fancy powers or gear. This is a Gauntlet, so if you fail then you simply Move On or Go Home, keeping things in accordance with the Rewards section.

Minecraft Dungeons is an action-RPG by Mojang, part of the Minecraft universe but not intended to be needed to understand the main game.



Drawbacks

All drawbacks apply for the duration of the Gauntlet and apply to the entire party.

Intervention Mode (+1000 CP)

Some people are more confident in their abilities. In Intervention Mode, you no longer have Gauntlet protections, but you no longer have Gauntlet restrictions. You are still required to handle the entire “Orb of Dominance” issue. Good hunting.

Ignore the Gauntlet Rewards. Those don’t apply to you. Victory rewards are also now paid unlocks. They can be individually unlocked for 100 CP each, or unlocked in bulk for 400 CP.

Honor (+200 CP)

You know how the camp lets you flee when you’ve been defeated? Yeah, that doesn’t work any more. If you want to save someone who has exhausted their Totem then you’ll need to carry their corpse back through the mission.

In addition, this adds +50 CP for each 100 CP of value from all Drawbacks below Pre-Mortal.

Pre-Mortal (+300 CP)

(Requires Honor)

You don’t get the Totems of Undying until after the jump ends. Are you good enough to do a perfect deathless run? Because if someone dies even once - even from something that wouldn’t consume a totem charge in-game - then they’re gone from the party. If the entire party is dead, game over.

This replaces the bonus that Honor provides to other Drawbacks with +150 CP per 100 CP.

Jungle Awakens DLC (+ 0 CP)

After you defeat the Arch-Illager, a fragment of the Orb of Dominance will land in this lush jungle, making a giant plant monster around it and generally causing problems. It’ll be up to you to track it down through the jungle and defeat it.

Creeping Winter DLC (+ 0 CP)

The fragment that arrived here has infested a wraith, which has caused the normally-temperate area to be plunged into a deep cold. Make your way to the castle it inhabits, and solve the problem. The adventurer way, of course.

Howling Peaks DLC (+ 0 CP)

At the top of this mountain temple is a massive tempest Golem, a massive war machine that is now under the influence of the Orb fragment. You'll have to destroy it.

Flames of the Nether DLC (+ 0 CP)

Do me a favor and run a recon mission through the nether, would you? After all, if a fragment made it into that hell-dimension it would be one of the few things to make it worse.

Hidden Depths DLC (+ 0 CP)

This fragment has gotten its... facets into an elder guardian, a massive fish that shoots a laser from its single eye. You know the drill by now.

Echoing Void DLC (+200 CP)

(Requires all other DLCs)

The Heart of Ender, upset about being evicted from the Arch-Illager by you, has decided to turn its focus from conquering to destruction. And by that I mean that it wants to wipe out the entire overworld. You'll need to repeat missions to search for the Eyes of Ender that will allow you to travel to the End, then fight your way through the Stronghold to reach the End portal. You'll have to travel through the End and finally kill the Vengeful Heart of Ender.

And that will finally solve the Orb of Dominance problem.

Bare-Fists Steve (+200 CP)

You've taken a sacred vow to not use weapons. (Well aside from those two points in Squid Coast that soft-lock you unless you use a bow.) No gauntlet-style weapons, damaging artifacts, or enchantments that turn your roll into an attack, either. Pets, auras, and punching are allowed.

Ratcheting (+150 CP)

The map in the camp allows you to make the enemies in each mission tougher and stronger, for better rewards. Now that slider is broken - it can't go backwards, so every mission must be on a higher difficulty compared to the previous one. This isn't a full increment on the game's scale, but as you grind, your enemies will become tougher.

One And Done (+200 CP)

Normally, the map would allow you to repeat missions to grind for enchantment points and better gear. Now you can't. Once you successfully complete a mission, that's it.

There is an exception for hunting down the Eyes of Ender if you took Echoing Void.

Dominance Boost (+300 CP)

A quarter of all mobs you encounter will have a random enchantment on them. These range from moving faster to doing more damage to reflecting some of your damage back at you.

Fresh Arrivals (+100 CP)

You know how the Arch-Illager keeps dropping groups of enemies on top of you while you're fighting in arenas? Well, now that usually happens outside of those, too. Any time you see a cluster of enemies, just assume there's going to be a teleporting wave of reinforcements just as large. That is, on average, accurate.

Canceled (+100 CP)

You are now on a time limit. A time limit of 72 hours, until you need to be done. Once that happens, you get kicked out. Proceed to the Reward section. Intervention Mode will not count it as a Chain-fail if you do not complete all of your tasks.

Speedrun (+300 CP)

You now just have three hours and fifteen minutes, instead of 72 hours. This is slightly slower than the world record for doing all of Minecraft Dungeons and its DLCs. Have fun… as long as you can do it quickly.

Navigation Issues (+150 CP)

Dungeons are often considered to be samey and difficult to navigate. This is especially the case for you. You might as well roll dice to determine which direction to go at intersections, because you have no idea and your guesses for navigation are as good as random chance. While you can purchase Narrator's Guidance, the actual "map" functionality doesn't work, just pointing out party members and points of interest and ignoring the terrain and pathing.

Full-Scale Biomes (+200 CP)

The typical Minecraft biome is about a quarter of a square kilometer or so. The Amazon Rainforest has an area of 6.7 million square kilometers. So now each mission takes place over an area 25 million times as large. That means proportionally more mobs, more arenas, more keys, more searching, and more getting lost.



Perks

Rental

These Perks are provided free for the duration of the Gauntlet but must be paid in order to take them with you.

Each DLC provides a stipend of 100 CP for this section, unless Intervention Mode was taken.

Minecraft Body (Free)

You're strong, with muscles capable of beating someone wearing armor to death. You've got a tough body, capable of taking a dozen arrows to the head without a problem, or being lit on fire for a minute without issue. Oh, and that's before you put on armor, which can make you dozens of times tougher, or pick up weapons, which greatly enhance your killing power. Your sense of balance and your dexterity is excellent - even if knocked into the air by a rampaging monster or a magic gust, you always land on your feet. Your reflexes are good enough to dodge archers firing from outside of lunging distance.

Your stamina is just absurd, by the way. You can just keep going and going without rest, if you need to. You don't need to eat, although if you do, you will quickly regenerate a portion of your health, depending on how filling the thing you ate was. You don't need to sleep either, if you don't want to, and you won't suffer from lack of it.

You've got familiarity with every type of melee weapon shown in the games, from fists to scythes to massive swords, and you know how to use bows and crossbows as well. You're also a crack shot, being capable of nailing anything that isn't dodging with just an instant to aim.

Inventory (100 CP)

Your inventory is a storage attached to you. It can hold a large amount of personal equipment, consumables, and ammunition. It can store an infinite amount of currency. If you're holding something, you can store it with a thought, weightless, interialess, invisible, and irrelevant until you remove it. You can also don and doff equipment directly through your inventory with a moment of focus, or retrieve consumables in the same manner. Ammunition may be freely withdrawn and will automatically do so to keep your weapons fully loaded.

Enchanting (300 CP)

The art of enchanting is one that can prove very useful. You can enchant equipment, making it better in various ways, or providing special abilities.

Of course, there is the catch that what you can actually enchant each piece of equipment with is random to a specific instance of equipment. Gear will have nine possible enchantments to choose from, and those possibilities are limited by what type of gear you're trying to enchant. Sometimes there will be duplicates, which means that you can double up for double power. (Or sometimes triple up.) (I'm not going to list them all out here, since there are around a hundred enchantments. Heavy on temporary and conditional buffs, elemental evocation, and healing, while not having any durability-related enchants since this game doesn't deal with it.)

You're only able to put three enchantments on a single piece of gear, and you can only take them up to the third level.

In order to enchant something, you have to invest discrete points into the gear. You can enchant your gear up to the third level of each enchantment, and adding each level costs one more point than the previous. Most enchantments require only one point for the first level, but some require two. (So, 6 or 9 points total for a single enchantment and 18-27 points to max out one piece of gear.)

You gain points by raising your enchantment level, which gives you one point per level. That happens through defeating enemies and collecting loot, giving you XP. Each level takes quadratically more XP to gain. You can regain points if you scrap an item or it's otherwise destroyed.

Enchanted items will always be taken along with you when you Jump, unless you leave them behind on purpose.

Looting Imbuement (100 CP)

Have you gone onto the enchantment table yourself, Jumper? You've got a looting effect on you. What this does is alleviate the resource problems that come from not having any territory or much in the way of mining or harvesting, as it causes enemies you defeat to have a chance of dropping money, food, potions, ammunition, and rarely equipment for you to use. Even if they're just a zombie wearing some rags, they can drop a massive sword or a full set of plate armor.

This also means that any equipment that drops for you is usable by you. Ammunition will be of the correct type for whatever ranged weapons you carry, plate armor will fit you, swords fit into your hands, and so on.

Interact Button (100 CP)

In a fast-paced melee brawl, you don't have time to pick up food to start regenerating, or potions to boost your strength, or anything else. Fortunately, you are now capable of automatically picking things up off the floor if they are within arm's reach, and can instantly use them as they are picked up if you want. Or, if you have an Inventory, just shove them in there.

You can also instantly consume something that you're holding, like a potion or food.

Purchase-Only

Party Up (Free with Co-op Play)

If you decide to bring friends, that's great. Many hands means light work. Unfortunately, this also means your XP would be split between party members. Fortunately that's not the case, as this allows any numeric gain to be copied across all present party members. Money? Yep. Ammo? Sure thing. XP? Everyone's leveling up. Souls? One for everyone.

This also allows you to send text messages to other party members.

Baneseeker (100 CP)

Bane of Arthropods, Smite, Illiger's Bane. All of them situational, but useful. You have your own "bane" buff. You set a category, like "undead" or "spiders" or something similar, and the buff grows as you defeat targets, up to a power similar to what could be granted by enchantments. If you want to change the category, the buff resets.

Narrator's Guidance (100 CP)

Given a large complex loaded with identical monsters, identical features, and a lack of signposts, it's easy to get lost. Fortunately this mental map is here to help. It reveals the layout of nearby rooms and paths, as well as remembering the shape of paths you travel down.

In addition, the map also reveals the location of things like chests, doors, and teammates.

Armor Slots (200 CP)

Rather than just using a single armor at once, like in Mojang's other game you may use up to four armor items. The mundane defensive effects (in this case the base armor HP bonus, damage absorption, and chance to negate a hit) of the armors will be mixed. The effects from any equipped armor must be at least 15%, and the total sum of armor effects may not exceed 100%. All effects of armors scale together.

The other effects, including movement modifiers and enchantments, all work at full functionality. Copies of enchantments on multiple armors will stack, though different enchantments will stack differently. Effects like Protection and Potion Barrier stack multiplicatively, so two Protection IIIs means 72.25% damage taken, while two Potion Barriers mean 1% taken. Meanwhile something like Multi-Roll works additively, so two Multi-Roll IIIs means seven rolls.

Post-Gauntlet, when you have options involving partial suits of armor, you'll effectively have four layers with which to add armor pieces. While you can set the effect percentage for individual pieces of armor, the sum will still need to be 100% across your entire body.

Gilded Enchanter (200 CP and Enchanting)

Three enchantments to the third level is basic stuff. And you can do more. You have two more slots for enchantments, and an additional nine possible enchantments on each piece of gear to choose from. In addition, your enchantments can reach the seventh tier, making them over twice as powerful. (Though this requires 28 or 35 points per enchantment to accomplish.)

You can remove or partly depower enchantments to recover the points used and if fully removed, allow you to slot in a different possible enchantment. You can also destroy an item that you could enchant in order to reroll a possible enchantment on another item of the same type.

Flexible Enchanter (100 CP)

You can invest your enchantment points into more enchantments than an item can have active. Or rather, can have active at once. You can swap the enchantments in any item on your person, deactivating one and activating any other that you have invested points into. Pain

Cycle is a much more palatable investment when it can be turned off as easily as sheathing a sword.

Core Enchanter (100 CP)

For you, each level of enchantment granted to an item not only grants the power of that enchantment, but it also powers up the “core” enchantment for that item. Basically, the enchantment that says “just do your job, but better.” Sharpness for melee weapons, Power for ranged, Protection for armor, and so on.

Of course, that means that those core enchantments no longer are “possible” to show up. But considering how many levels you can stuff onto something? If you’ve also purchased Flexible Enchanter, deactivated enchantments still contribute their levels towards the core enchantment.

Growing Enchanter (200 CP)

Oh, you wish to go even further beyond in your enchanting? Additional broadness in your powers gives additional slots. Each new type of magic, type of psychic powers, and so on, grants an additional slot for an enchantment, and three new possibilities.

Mastery and overall power increases the level cap for enchantments, meaning your equipment should be keeping up with whatever growth you do in the future.

Unfettered (200 CP and Jungle Awakens DLC)

Vines, webs, goo, the very bodies of your enemies. All of them block your motion, but not any more. Your motion can no longer be denied by anything short of a solid wall or a firmly closed door. For everything else, it’s far less effective. Anything that couldn’t even halve your speed if you didn’t have this has no effect, and even something that should completely stop you can only take about 20% of your speed away.

Soul Master (300 CP and Flames of the Nether DLC)

In battle, your enemies will fall and empower you. When you defeat an enemy, you get a “soul” from them, an amount of immaterial energy. You can store an infinite amount of this energy within yourself, and it is preserved even if you fall. Certain weapons or enchantments will increase the amount of energy you get from each kill.

You can expend the energy directly to give yourself a surge of strength or speed, or to regenerate, for a clutch power for several seconds. By letting more energy flow into the surge, you can extend it. More experience doing so means you do that more efficiently with a longer surge and more power for the same number of souls. In addition, you can also power certain artifacts, weapons, or armor features using the soul energy. After the Gauntlet, you may convert soul energy into other forms of energy for your use.

Harpoon Quiver (100 CP and Hidden Depths DLC)

Neither wind nor rain nor the depths of the oceans will affect your archery. You can apply two effects to your projectiles. The first makes them immune to any forces except the launching force and gravity until it hits a solid object. The second is like the first, except that it also works on gravity.

You can toggle between the two (or off if you really want to) at will.

Thrive Under Pressure (100 CP and Echoing Void DLC)

The more enemies are within your melee range, the tougher you get. Each enemy that is close enough causes you to take only 84% of incoming damage. This stacks multiplicatively, meaning that four enemies in melee range is half damage for you.

DLC-Free

Toxic Body (Free with Jungle Awakens DLC)

You have an internal storage of poison energy, which can be used to make attacks poison if they hit, or create a poison cloud around you. The poison recovers over the course of a minute or so. This also means that negative status effects last a quarter the time on you.

Freezing Cloud (Free with Creeping Winter DLC)

The cold has soaked into your soul, granting you the ability to weaponize it. When attacking, you may have a hit slow your target for a few seconds. In addition, you may surround yourself with a freezing cloud to slow any enemies passing through, and then do it again thirty seconds later.

Read The Wind (Free with Howling Peaks DLC)

While the mountain has had channels built into it to funnel and exploit the force of the wind, they can still send the unwary plummeting down towards the bottom. One must therefore read the wind to avoid falling victim to it.

This ability lets you “see” traps before they activate, giving you the type and the area of effect. If you can see the area the trap hits, you can see the trap. If the trap has a fuse, or if it activates based on a clock, you can tell the timing too. It also works for hazardous moving parts of the landscape or structure, if you don’t consider those traps. Like platforms that dunk themselves in lava, or something else. This will also provide warnings for attacks with more than half a second of “wind up,” too.

Return To Sender (Free with Flames of the Nether DLC)

Blaze fireballs, ghast blasts, skeleton arrows, it’s enough projectile attacks to make you not want to go to the nether. Or you could use all those attacks to your advantage. This perk allows you to deflect projectiles, letting them maintain their damage and other properties but changing where they’re targeting.

You have to see the projectile moving in order to deflect it, and you have to smack it in order to get it to bounce.

Respiration Max (Free with Hidden Depths DLC)

Moving in water is different to land, given the intense drag and the buoyancy. You can’t pull off combat rolls like you can on land, and jumps are significantly more floaty. Fortunately, you’re experienced enough to know how you move and how to move underwater, both when your feet are on the seafloor and when they’re not.

As an additional bonus, you don’t need to breathe.

Endslayer Overwatch (Free with Echoing Void DLC)

Given the tendency for Endermen and their cousins to teleport behind you, you’d best be able to watch your own back. Thus, this new sense which allows you to see your nearby surroundings from an overhead view in addition to the normal view from your eyes, allows you to keep track of your surroundings far better. Hostiles are highlighted in this vision, standing out from their surroundings if you could tag them with your other senses. It covers about a dozen meters or so in every direction, and if your eyesight is enhanced the range will increase.

It can be tilted to view things from the side - anywhere up to an angle that would give you an isometric viewpoint. It will also see through walls and ceilings, as long as you are in the room or next to it.



Items

If you take 600 CP or more of drawbacks, you get +200 CP to spend below.

At the end of the Gauntlet, you may take any Item you kept and merge it with an item of the same type you possessed prior to the start of the Gauntlet. If in Intervention Mode, do importing at Jump start.

Camp (Free, Jumper only)

This campsite you found sure is useful. In addition to being hidden from enemy forces (provided you don't lead them right to it) it is also highly restorative to you. Your powers and items recover far faster here. If something takes less than a week to recharge, then it takes five minutes to recharge here. Otherwise, the remaining time of the recharge will be halved once a week with a five-minute wait, with a maximum of three months removed at once.

The camp has a sturdy stone table, a tent, a campfire, and a few training dummies. It's also got a bin that will scrap anything you put into it, giving you money for it.

During the Jump, any villagers you rescue will hide here, and you can safely leave extra equipment here without it getting stolen or ill-maintained. In addition, if a party member has no charges left on their totem of undying and they die, then they wake up here. Upon completing a mission, the camp will reward each party member with a piece of equipment with a power based on how challenging the mission was.

The table also has a map laid out during the Jump. It works as a fast-travel option, letting you immediately travel to the mission locations, as well as empower the enemies for better loot, and lets you return and redo old missions.

Post-Jump, the camp can be applied to your location, out of combat, once a week and will last until the end of the Jump or until you apply the effect to another location. The scrapping bin is moved to the warehouse and just stays there.

Health Potion (Free)

This health potion will heal you from "most of the way to death" to perfectly healthy in a single instant. It takes 45 seconds to work again after each usage, and each time you use it you can pull it from nowhere.

Totem of Undying (Free/50 CP)

This special totem has three charges, and just needs to be on your person (or in your inventory) to work. It recovers one charge each hour you are in a safe place. It uses one charge to revive you if you were killed by hostile action (even accidentally hostile action) and no charges if you die from environmental causes, like falling off a cliff or taking a swim in lava. If

you would immediately be killed if you respawned at your current location, then it will put you in the nearest safe spot accessible from your old location.

Each paid purchase increases the maximum number of charges by one.

Post-Gauntlet, there are methods of killing you that don't depend on "HP," like erasing you using reality warping or time travel. In this case, it requires three charges to protect you and the charges will take two years each to recharge.

Artifact (100 CP)

Seemingly a simple trinket, this object provides something useful - maybe it shields an area, maybe it fires a frickin' laser beam, or maybe it just makes you run faster for a few seconds. Regardless, it's an activatable power, and it has a cooldown.

You get to start with one artifact, from the base game or any DLC taken. This particular artifact will become more powerful as the rest of your equipment gets better. That usually means the effect comes with bigger numbers, the cooldown is faster, and/or it lasts longer.

Blacksmith (100 CP)

Unlike the other blacksmith you rescue, this one is willing to work for free to upgrade your gear. However, they can only make progress on your gear while you are accomplishing objectives and completing missions. The more difficult the objectives or missions (in an objective sense) the more powerful the piece of upgraded gear will be.

Geomancer's Tome (100 CP and Creeping Winter DLC)

Those Geomancers certainly are annoying. Fortunately, this magic tome allows you to use their power against them. You can use it to raise a wall of stone pillars, providing cover and concealment. That's the active ability, with a cooldown.

The passive ability this artifact provides is for you to be able to attack through solid objects like they aren't even there. This won't let you move through them, but if you can acquire the target then you can make it hurt. Those pillars won't be cover for your enemies.

Storm Tome (100 CP and Howling Peaks DLC)

This artifact allows you to manipulate the elements. Two of them, at least. Wind and lightning are what this controls.

What "spells" this spellbook provides depends on you. You can define a new spell on each page by drawing the correct diagrams and symbols on the blank pages in the back half of the book. (The front half contains instructions.) There is a maximum power dependent on the rest of your power, and a maximum cooldown of three minutes if you choose a max-strength spell. Smaller spells (at least at the average power of someone taking on the Arch-Illager), like stunning one enemy for several seconds, or lifting any enemy lighter than a redstone golem for a couple seconds, will have a recharge time of only a few seconds.



Companions

Co-op Play (100 CP)

May purchase three times.

The true power of friendship is the power of having someone to stab anyone trying to sneak up and shank you. You may import or create a Companion to fight alongside you. Companions are subject to the Gauntlet restrictions.

They get all Rental Perks, the Health Potion, the Totem of Undying, and a couple starting weapons. If their Totems are exhausted, they will respawn at the Camp. Following the completion of a DLC, they will get the appropriate DLC-Free Perk.



Rewards

Rewards are calculated and awarded at the end of the Jump.

Gauntlet Rewards

These determine what the party members can keep depending on how the Gauntlet ended.

Squid Coast

You passed the Tutorial level. Everyone can keep the Health Potion and Minecraft Body. The Jumper keeps the Camp

Desert Temple

While you didn't make it through the Arch-Illager's castle, you made decent progress. You may keep all freebies.

Obsidian Pinnacle

Having beaten the Arch-Illager, you may keep any Rental Perks you paid to keep. Your Companions will also keep them. In addition, if you took more than 400 CP in drawbacks, you and your Companions get 400 CP to buy Perks and Items with.

DLC Completion

Each DLC you successfully defeat means you may preserve an additional 200 CP worth of Purchase-Only Perks or Items.

Total Victory

You've completed everything you laid out to do. You may keep everything. Your Companions get your Drawback amount, minus 200 CP, to spend on Perks and Items, and if you got the Item stipend so do they.

Victory Rewards

All party members get these rewards if the party clears the specified content.

Cleaned Fragment (Item) (Rise of the Arch-Illager)

I'll take a small piece of the Orb of Dominance and clean it up enough that it can be used without getting dominated yourself. The fragment will have to be small enough to only allow for a single power that you can use through it, though.

Pick one:

Master of Monsters

This is how the Arch-Illager and the other corrupted bosses could control simpler creatures like slimes, bears, fish, and others. Sufficiently simple creatures - in mind - can be controlled, giving them more mental capabilities and making them loyal to you as long as they remain corrupted.

Rally the Legions

At multiple points, the Arch-Illager taunted you, ran away, and then a bunch of his minions teleported in to try and kill you. And now you get to do that yourself. Those who have sworn themselves to your service can be teleported to your location at will. Individual or batches, the only limit is on how quickly you can identify them.

Master of the Dead

Zombies, Skeletons, Drowned, Husks, Strays, oh my. This gives you the ability to summon the undead. It doesn't matter if they're close or not, as long as you have visited a location and haven't used all the corpses there, then you can pull an undead from thin air, seemingly. Undead you summon won't attack you or your allies (at the time of summoning) but actually ordering them around requires you to actually be there.

Caged Power

Those spawners seem like useful things to control. And now you can, too. You gain the knowledge needed to create blank spawners. (Some steps will require the use of the fragment.) In order to turn them into operational spawners, you must personally defeat something, bringing it to the brink of death. At that point, you can shove them into the cage, and voila, you have a working spawner. The fragment also allows you to manipulate the properties of the spawner, including spawn conditions, spawn rate, and spawn area. If you want to increase the spawn rate, you'll need to supply power to it somehow.

Chlorokinesis (Jungle Awakens)

The ability to manipulate plants. In your case, this allows you to summon walls made of thorny vines that block and attack your opponents, flowers that spit seeds at whoever you want, ferns that release a cloud of toxic spores to debilitate and injure your opponents, or other plant monsters of a similar capability. Or you can warp the surrounding flora, which is much faster. Either way, you can do about a dozen at a time.

You, and those you chose, are immune to your plant minions.

Frostwalker (Creeping Winter)

You are immune to cold. Lacking thermal energy will never cause you pain or trouble, and your gear is protected as well. You don't suffer from hypothermia, metal armor won't become brittle even while you swim through liquid nitrogen, semiconductors still function at superconductor temperatures, your lungs still work when breathing cryogenic gasses, frost and fog won't build up on goggles or windshields for you, and countless other effects just don't matter.

In addition, you can raise the coefficient of friction you have between yourself (or your clothes or vehicle) and any other surface at will, so you can slide on ice until you want to stop.

Smithing Table (Howling Peaks)

The temple you had to make your way through was loaded with advanced golems and other kinds of artifice. Now you have a book of knowledge on this topic. This includes golems (though I would start with something only a bit more complex than your typical iron golem,) as well as artifacts. Things like the amulets are the most simple to make and modify, but that isn't the limit. Things such as summoning devices, totems that shield, empower, or heal, wands, and more are now within your grasp.

You also can take what should be a single-use artifact and create a mounting around it so you can call on it repeatedly. (Cooldown to be dependent on the power. Keep in mind that resurrecting someone who just died has a one-hour cooldown.) This is how you can deploy multiple totems without having to carry around a huge backpack full of them: the mounting is designed to have the totem yanked out, and it will recall the old totem and recharge it once it's depleted. (Oh, and repair it if need be.)

Fire Resistance II (Flames of the Nether)

What does Fire Resistance II have over the normal version? Mainly that you can stop yourself from catching fire, instead of settling for being on fire while not taking damage. Despite being incredibly hot, you can choose to limit how much heat you are emitting, as if you were much cooler. (Down to your body's functioning temperature.)

And that's on top of Fire Resistance's normal ability to make you and your equipment completely disregard the problems that normally come from increased temperature. Even if someone points a Nicoll-Dyson laser at you, you will continue being biology, and not become physics. Okay, maybe the ground around you exploding would kill you, or the ionizing radiation might also be lethal. But the heat wouldn't be.

Conduit (Hidden Depths)

Like the Conduits built throughout the underwater cities, you create a zone of environmental protection around you. Yours is more universal, protecting from lack of air, poisonous air, pressure, temperature, radiation, environmental corruption, and so on. The aura stretches several meters from you, and since it doesn't actually create an air bubble or other environmental effect, you may choose to whitelist or blacklist who is affected by it, if you wish to leave someone out in the cold depths.

True Elytra (Item) (Echoing Void)

This Elytra isn't like the one you've used before - this one has its own propulsion. You can use it to maintain a steady cruising altitude indefinitely and it continuously mends itself, so arrows sticking into it won't compromise performance for more than a few moments. Even then it can carry the weight of two people in full plate armor just fine so minor damage won't send you crashing.

Speaking of armor, it can stick to the outside of any armor you wear. So no need to modify armor to add it.

It can boost itself, letting you take off without a launching system. It only has enough energy to boost for 40 seconds, but it recharges in 3 minutes from empty. You can also use external boosting devices or power it from any personal energy pools.

Longstrider (Echoing Void)

Longstriding is the technical term for the teleportation used by End creatures. Not all of them can do it, but you can now. You can now stride hundreds of meters, into any empty space within range. Your longstriding can't telefrag you in solid objects but will push fluids out of the way. You'll have to wait one second between longsteps, but the process is fast enough to dodge point-blank crossbows.

Mission Map (4 DLCs)

Your warehouse gets the same kind of map as the camp had during the Jump. This allows you to go through the missions from the campaign and the DLCs you completed. These take place “elsewhere” to the local universe and reset each time.

It will also add more missions based on each world you visit, provided something interesting happened. The more interesting events happen, the more missions will be in each new “DLC” for that world. These can provide unique weapons, armors, and artifacts based on the world.

While the difficulty increase still works, the return-to-camp-on-death ability doesn’t, so be careful. At least you can initiate a return using just a few moments of focus now.

If you took Full-Scale Biomes, then each time you start an adventure you may increase the scale of the missions in the same way, with an adjustable slider that goes from 1 to 25,000,000.

Anyway, it’s time for you to **Move On**, **Go Home**, or **Stay Here**.

Notes

Yes, you get a starting sword and bow. It’s just not something you should keep because it’s literal starter gear.

Both the Storm Tome and the Geomancer’s Tome have the same ratcheting based on your power level that the Artifact does.

You can keep your mental perk-based-effects that give you combat skills, make sure you don’t get PTSD, give you a combat mindset, or other things that people can achieve in real life. I’ll let you keep your protection against mental attacks and whatnot because there’s nothing to mind control you and it would be rude otherwise. Any effects above that is getting sealed into a box during the Gauntlet.

The images come from Mojang or from screenshots from various game news sites.

Changelog

v1.1

Added Intervention Mode. Changed rules regarding rewards to deal with that.

Added Canceled and Speedrun

Reduced price of Looting Imbuement and Enchanting, added DLC Stipend for rental perks.

Decreased price of Narrator’s Guidance and Thrive Under Pressure

Unfettered changed, now results in 20% slow at normal immobilization and 0% slow at 50% slow.

Toxic Body recharge improved.

Reduced threshold and amount of Item stipend

Added Baneseeker, Flexible Enchanter, Core Enchanter, Growing Enchanter