Azure Dreams

Gauntlet



Introduction:

Welcome Jumper to the town of Monsbaiya, a town in the middle of a desert with no other sign of civilization within sight. With the singular exception of the absolutely huge tower that looms over it. However said tower is a den for monsters of all sorts from this world.

Treasure Hunters from all over the world come to this town to seek their fortune in the tower. However more than treasure they are drawn to this tower for the fact that monster eggs may be found in the tower. Monsters raised from the egg will obey you and be non-hostile to other humans. Eggs tend to go for a higher price than tamed monsters.

Now you have a choice, Jumper. You may either take this as a Gauntlet and participate in the Goal section below; gaining some CP now, and rewards at the end of the Gauntlet or take this as a standard jump without that opportunity.

Gauntlet for 0 Starting CP? Or Standard Access for 1,000 Starting CP?

Gauntlet Blessing (Free, Optional, and only for Gauntlet Mode): With the exception of dying on the highest floor, any deaths in the tower will find you somehow being teleported out and dragged home, injured maybe but alive. Death on the highest floor will end the Gauntlet however. This disappears when the Gauntlet ends.

Goals:

Goals normally grant you some CP now in order to aid you in completing

your goals and a reward granted to you at the end of the Gauntlet. The Gauntlet will not end until all your chosen Goals are completed.



The Ultimate Egg (Mandatory for Gauntlet Mode) 0 CP: In exchange for this goal, any items you happen to have on you, in your house's safe, and any monsters in your Monster Hut will all be taken with you when you leave the Gauntlet, in addition to anything you purchased with CP or were given freely via this document. With the exception of the Gauntlet Blessing. Said items and monsters all benefit from fiat-backing. In addition, you receive this: **No. 1 Man of Monsbaiya:** This Perk acts as a booster for various perks in this jump. In addition you tend to be trusted as an authority figure whenever you are in such a position, provided you haven't done something to persuade others otherwise that is.

The Ultimate House 100 CP: Upgrading your house to the max including the Monster Hut means that at the end of the Gauntlet you will be able to take it along in your chain. It will keep any future upgrades you do unto it. You may import it into future standard jumps as your own house or it may be attached to your Warehouse when not imported. You may also bring your little sister and mother from the jump with you if they wish to come.

The Town's Renovation 100 CP: With the complete renovation of the town you may take it with you on your chain. It will retain any future upgrades applied to it. However, all the town's folk will be replaced with NPC based followers if you haven't taken and fulfilled any goals to keep specific individuals from this jump.

The Ultimate Tamer 100 CP: Hatching, taming, and maintaining a full collection of at least one of every monster that you can obtain a monster egg from the tower plus their evolved forms if they have one grants you the ability to take the tower from this Gauntlet along with you. It will keep any future upgrades you may apply to it. It may also keep any drawback enhancements it received from this document if you wish.



The Childhood Friend 50 CP: You must claim the heart of your childhood friend Nico Southey. Success in this means you are able to bring her along for your chain. As an odd aside, the woman from this jump doesn't seem to really mind just how many others are interested in you, at least not once you claim their heart. If you have also succeeded in clearing the Town's Renovation then her house and parents will remain in your Town if they wish to come along. Just her house if they don't. Her house will retain future upgrades.



The General Store Owner 50 CP: You must claim the heart of the owner of the local general store known as Furr Gots. Success in this means you are able to bring her along for your chain. If you have also succeeded in clearing the Town's Renovation then her house and the general store will remain a part of your town. Both places will retain any future upgrades.



The Rich Magical Heiress 50 CP: You must claim the heart of the Rich Magical Heiress known as Selfi Rhodes. Success in this means you are able to bring her along for your chain. If you have also succeeded in clearing the Town's Renovation then her house will remain a part of your town alongside all of her family's servants. Her home will retain upgrades. Her brother may come along if you wish as well. (Why?)



The Waitress 50 CP: You must claim the heart of the Waitress known as Patty Pan. Success in this means you are able to bring her along for your chain. If you have also succeeded in clearing the Town's Renovation then her house will remain a part of your town alongside the Restaurant she works at. They will retain upgrades. The Owner of the Restaurant may be brought along with the Restaurant if he is interested.



The Dancer 50 CP: You must claim the heart of the Dancer known as Vivian Merca. Success in this means you are able to bring her along for your chain. If you have also succeeded in clearing the Town's Renovation then her house will remain a part of your town. The house will retain upgrades.



The Book Lover and Potential Stalker 50 CP: You must claim the heart of the Book Lover known as Mia Myria. Success in this means you are able to bring her along for your chain. If you have also succeeded in clearing the Town's Renovation then her house will remain a part of your town. It will retain upgrades.



Sickly Individual and Potential Nurse 50 CP: You must claim the heart of the individual known as Cherrl Child. Success in this means you are able to bring her along for your chain. If you have also succeeded in clearing the Town's Renovation then her house will remain a part of your town. It will retain upgrades. The Owner of the Hospital may be brought along with the Hospital if he is interested.

All Seven 50 CP: This goal is only applicable to being taken by taking all seven goals involving the girls. You find it much easier than should be expected to keep up with the needs and wants of your Harem regardless of what size it becomes. Yes, you have the equivalent of infinite stamina when attempting to fulfill said needs and wants.

The Monster Encyclopedia 100 CP: Completely filling out the Monster Book in this jump will upgrade it magically to a high decree turning it into the Monster Encyclopedia. This variant is indestructible; it has infinite pages; it automatically records every interesting animal and monster you encounter and at the end of every future jump it will automatically fill out anything you happened to miss in the setting that fits either of those categories. It has perfect search features. It repels any attempts to either modify it or put illusions upon it from anyone but the owner(You). It will even protect any information in the minds of those who read it from modification, but only information that came from it.

Drawbacks:

The Seal Mandatory 0 CP: You may only take up to five items into the Tower aside from the clothes you are wearing. There is an exception made if you happen to purchase the Bag upgrade. Details are described in full in said upgrade. It also causes monsters hatched in the tower to not return home with you despite any loyalty they may have to you. This also resets your but not your monsters stats back to level one each time you enter the tower.

The Demonic Toggle 0 CP: Monsters are now considered demons. If you have taken Double the Adventure, then at the very bottom of the tower is a sealed Demon that will wipe the town of Monsbaiya from the face of the world if it is not dealt with prior to you leaving.

Bad Luck Bears 100 CP: Your luck in the tower and in the jump in general kind of blows most of the time now. You are less likely to encounter a rare item or monster, you are more likely to step on a trap, etc.. This drawback will not guarentee your death on the top floor.

Triple the Traps 100 CP: There is now at least three traps per room, at least three times the traps per floor. And you are more likely to encounter a trap in general. Have fun! Warning: This adds traps that can send you down a floor or even warp you all the way back to floor 1!

Reaching for the Heavens 100 CP Each: This drawback may be taken twice. Each time you may double the amount of floors the Tower has. Floors above 40, reset what you may encounter however the strength of those monsters are now equivalent to what you would reasonably expect. In addition, for each floor you are above floor forty you will find it easier and easier to locate rare items. This never becomes a guarantee however.

Monster Den Bonanza 200/300 CP: You are now guaranteed to encounter at least a single monster den per trip. You may upgrade this for an additional 100 CP in exchange for that to become at least a single monster den per floor.

Double the Adventure 400 CP: There is now an inverse tower. To be specific you are now able to enter the basement levels of the tower from floor one. The Basement floors grow in number equivalent to the highest floor you have reached. On these floors you encounter what you would on the normal floor number but at 2.5 times the quantity and the odds of encountering rare things be it monsters or items is equally as likely. That said Monsters are twice as strong as they should be on said normal floor.

Weakening the Seal 600 CP (Requires Double the Adventure and the Demonic Toggle): With every year that passes during your stay here, the closest the Demon that is sealed in the bottom of the tower comes to breaking free. Every monster is now up to three levels higher than they should be per floor as well. As this weakening seal empowers the natives of the tower. Around year seven the seal breaks and you must kill the demon before he destroys

Monsbaiya. Should he kill you, and you are in Gauntlet Mode then the Gauntlet is considered a failure.

Things you should Know:

Monster Eggs: You can hatch monster eggs in the tower either by throwing them at another monster or manually. It is better to either bring them home to either hatch them in the Monster Hut so that they will return to it at the end of a trip or to sell them.

Fusion: With two collars you may fuse two familiars into one stronger beast who retains the traits from both Monsters. It can only keep two traits under normal circumstances.

Evolution: Some monsters will evolve into adult forms once they reach a certain level.

The Magical Sands: The sands in the tower have the ability to enhance a certain type of item based on their color. Red sands increase how durable and how much damage a sword can do. Blue Sands increase how durable and how much defense shields can grant. White sands add a charge to a magic crystal ball. All of these can only be stacked 99 times on any singular item unless the effect is coming from one of the sand pouches purchased in the document.

Magic Crystals: There are three types of magic crystals in the tower. The Wind Crystal allows one to safely exit the tower with all the loot you collected at that time. This is the only way to leave the tower. The Water Crystal heals your familiars to full and removes any status conditions.

Consumables: Most non-equipment and non-key items are one-time-use only items. However a decent number of them tend to have utility effects. Like fruit granting additional max mp to your familiars if they eat them with full mp. The rarest fruit know as the Roche fruit will instantly turn a monster into an egg it is thrown at. Holy Scrolls will turn wild monsters into allies for the floor. Alchemical Scrolls turn all non-key items on a floor into gold coins... etc.

Magic Crystal Balls: These each contain a spell. If they have at least ten charges they can be used to teach whatever spell they contain to a familiar. For each ten charges it has the learned spell will be learned at a higher level.

Discounts: You may discount one perk and one item of every price tier. Any discounted item or perk at the 100 price tier is free.

Perks:

Minor Blessing of the Tower 100 CP: The Jerk on the top floor has somehow managed to survive with no known source of food or water for at least five years. That was due to being able to survive of the dense magical energy of the tower like you can with this perk. As long as you are in a dense magical environment you need not eat or drink except for pleasure.

Perseverance 100 CP: Your willpower and determination is more than strong enough to enable you to wait until you are old enough to enter the tower and to keep going through the tower despite being defeated multiple times until you finally reach the top. With this perk you will find it easy to shake off corruption and attempts to mind control you.

Quick Healer 200 CP: Regardless of injury, or illness as long as neither are fatal, you will find that you recovery much faster than would be expected. Any medical treatment applied to you always works far better than it has any right to.

Turn-Based Combat 200 CP: You may toggle this at will. In any form of combat you will find that everyone is forced to take turns and may take as much time as they wish to decide what to do. Time wasted this way does not have any effect upon anyone's aging if you are concerned about that. Moving, attacking, or taking an action ends that being's turn.

Magic Find 300 CP: This perk greatly increases your chances of finding rare and useful items. You are ten times more likely to encounter such items.

Rust-Proof 300 CP: Any and all gear you have is now incapable of rusting. To be more specific your gear will not decompose without at least god-like levels of power put behind such efforts. Does not apply to consumables.

Fusion Specialist 400 CP: Unlike most individuals, when you fuse monsters the amount of traits they can keep is four. **Boosted:** For monsters, animals, or familiars may inherent and retain any amount of traits that you desire from breeding and or fusing. In addition negative traits and traits you don't want, will not show up in any such beings you personally breed or fuse.

Trap Detector 400 CP: You can instinctively tell where a trap is even

when you aren't paying attention. This includes ambushes, all sorts of actual traps, anything written in fine print... etc.. **Boosted:** Includes Divine level and above traps.

Item Radar 500 CP: You instinctively know where and how many items are within your range. This range covers a single kilometer in all directions. **Boosted:** Your Radar is now no longer fooled by entities like mimics.

The Blessing of Experience 500 CP: You and those in your party receive three times as much experience from all sources. **Boosted:** This is now seven times as much experience from all sources.

Consumable Mastery 600 CP: All of your consumables can now be used twice as much before running out of uses. **Boosted:** Now, all of your consumables can be used four times as much before running out of uses.

Challenging Aura 600 CP: Most enemies within your range (This range covers a single kilometer in all directions,) will instinctively move in your direction aware that you are challenging them. This does not apply to mid-bosses or bosses unless you are in the same room as them. Monsters like mimics will wait to ambush you like normal. You can toggle this at will. **Boosted:** Mid-Bosses and monsters like mimics will now rush towards you as well.

Items: Loss or destruction of these items will result in you finding them completely repaired a minute later, either in your warehouse or near you.

Familiar Collar Freebie: Your Father's Familiar collar. Allows you to properly command your familiar, and ensures your familiar won't get permanently lost.

Red Bag Freebie: You have a bag that can store up to twenty items. Despite that with this bag you may only carry up to five items into the tower.

A piece of Gear 100 CP: You may purchase this multiple times. This allows you to start with any one common grade gear item from Azure Dreams. A gear item would be a sword, a shield, a wand, or a magic crystal ball. You may upgrade a single purchase for an additional 100 CP to instead be able to get one of any gear item. With the exception of the Holy Sword, the Seraphim, the Dark Sword, and the training wand.

A piece of Fruit/Seed 100 CP: You may purchase this multiple times. This allows you to start with any one common grade fruit/seed item. You may upgrade a single purchase for an additional 100 CP to instead be able to get

one of any fruit/seed item aside from the Roche Fruit and the Tovar Seed.

Reusable Wind Crystal 200 CP: You get a single Wind Crystal that does not break or run out of uses. It can be used once, and then it takes a full day to recharge. Outside of the tower it will magically teleport you to either your home, base, or a safe place depending on the setting. It can only be blocked via methods specifically made to block its form of teleportation.

Replenishing Bags of Magic Sand 200 CP: This may be purchased up to three times, one for each color of sand. Unlike the bags of sand in this jump they do not cap at 99 uses upon a single item. Red Sand sharpens and enhances the durability of weapons. Blue Sand hardens and improves the durability of shields and armor. White Sand increases the charge of things like the magic crystal balls. These bags refill with enough sand to use on a single piece of gear every eight hours.

Upgraded Bag 300 CP: Ah, you want to be able to store any and all items you find eh? This bag does not have a cap on how much you can fit into it. That said you will not be able to fit anything the size of say a household door or bigger through the opening. This bag has been heavily enchanted and has three specialized pockets that will allow you to sneak in three extra items in addition to the normal five into the tower. That said you can only store a weapon, a shield, or one of the magic crystal balls in these pockets. If you have stored an item in one of these pockets when you were knocked out or killed in the tower, the item will remain in said pocket despite all others being lost.

Monster Egg Tier 1 300 CP: You may purchase this multiple times. This allows you to start with a Monster Egg of any Monster from floor 13 or below.

Upgraded Safe 400 CP: This safe cannot fit anything the size of a household door or larger inside of it. That said it does not have a cap of how many things you may fit inside of it. Any item that you have at least five of becomes much more likely for you to encounter it.

Upgraded Monster Hut 400 CP: Your Monster Hut has been magically enchanted to expand in size as you fill it up. You will always have room for more.

Monster Egg Tier 2 500 CP: You may purchase this multiple times. This allows you to start with a Monster Egg of any Monster from floor 26 or below.

Building Supplies 500 CP: You have during your time waiting to be capable of entering the tower have managed to collect a ton of building supplies

that you have turned over to the local construction crew. Thanks to your efforts, you will find that it only costs half as much money to get something built when you are the one paying for it. This will apply fully in future jumps.

Monster Egg Tier 3 600 CP: You may purchase this multiple times. This allows you to start with a Monster Egg of any Monster from floor 39 or below.

Roche Fruit/Tovar Seed 600 CP: This may be purchased multiple times. The Roche Fruit turns any monster that eats it back into an egg. The Tovar Seed increases your luck in general. Purchasing this means you start with one of these and receive a replacement a year after using one of them.

Familiar:

Kewne (Freebie): This talking familiar joins you on your journey to clear the tower, during your first attempt to enter it.

Companions:

A familiar Face: You may spend either 100 CP to import a single companion or 400 to import up to eight of them. They will get 600 CP to spend as they see fit.

A Daunting Request: You may spend 100 CP to gain a single slot through which you may utilize to request anyone in this jump barring Beldo, Kewne (You are already getting him), and if you take a certain drawback, the demon sealed at the bottom of the tower. This may be taken multiple times.

Romance: This option applies to all seven ladies of Azure Dreams: Nico Southey, Furr Gots, Selfi Rhodes, Patty Pan, Vivian Merca, Mia Myra, and Cherrl Child. If you can successfully claim their hearts they can come along your jumpchain for free. However, you will find it harder to do this outside of Gauntlet mode.

Bromance: If you want to get Ghosh for free for some reason… you may attempt to claim him as a Boyfriend as was possible in the Japanese version of the playstation game. Or you could just somehow earn his respect and get him to become a Bro to you. Your choice.

Time to make a choice:

Whether you just finished ten years here for standard access or you just beat the Gauntlet for all the goodies on offer, it is time to decide:

The Sand isn't so bad... Well, so you decided to stay eh? Here are another 1,000 CP to spend on purchases from this document to make your stay a bit more enjoyable.

Time to go home... Ah, do you wish to spread familiars to your world as pets? Or perhaps you wish to conquer your world? Whatever the case here, have 500 CP to make a few more purchases from this document before you go.

Time to move on... Good luck Jumper, may your chain meet a satisfying conclusion!

Changelog:

V0.1: Made and uploaded the jump.

V0.2: Added the Demonic Toggle; Weakening the Seal; Added the Magic Crystal Balls section under Things you should Know; some grammar and punctuation editing; and the Companions section.