The King is watching



by Faucheusestar

Take **0 Choice Points** to fund your adventures… It's a Gauntlet after all, maybe a goose ate them.

Starting Location

Village:



Graveyard:



Age and Gender

Freely choose your own age or gender.

Race

Jumper isn't reduced to the lifespan of a normal bird

Goose [+200 CP]
You're a little birdy with a cute little crown and a knife! If you couldn't talk, it would be hard to tell you apart from a normal bird.

Human [free]
Just a normal human.

Perks

You get two discounts (50%) for each category like two 100, 200, 400, 600 and you can sacrifice a discount to use it on a lower price category.



King [First Free/400 CP for another king]
You get all the powers of one of the kings for free, or instead you can draw from the abilities that each one has to make your own king.

If you want to have a different theme for your spells or summoning, you can; you can also create passive equivalents.

Each power normally has a particularly long recharge time, and the duration is also long if we assume the gameplay. So imagine that the time will be more in line with the gameplay for effects similar to King Leonid's Unlimited Gaze.

King Baldwin 

You can summon peasants to fight for only water with your first ability. You can improve production by sacrificing gold with your second ability, and your third ability allows you to obtain large quantities of local resources in exchange for gold.







King Leonid 

You can increase the vitality of all your units on the battlefield by consuming meat for your first ability. For your second ability, you can make all your subjects work without you having to watch them by sacrificing alcohol (after this leap, it doubles productivity instead). For your third ability, you can enrage all your units by sacrificing alcohol.







King Leo The Wise 

Your first ability allows you to consume blueprints to boost morale and obtain a moderate amount of local resources. Your second ability allows you to spawn units. Your last ability permanently improves the previous two, but each time you use it, you must sacrifice more and better resources.







King Spellus 

Your first ability allows you to generate spell scrolls by using water. Your second ability generates better scrolls but sacrifices fuel. Your last ability allows you to generate magic crystals, an ideal material for all kinds of magical creations. Your generation can be permanently increased by sacrificing increasingly precious resources in greater quantities.





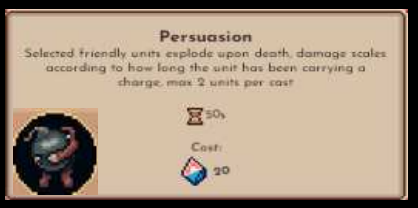


King Brezhnius 

Your first ability allows you to use water to heal.. Your second ability aggro all enemies on units in a selected area. Your last one allows you to generate magic bombs whose power increases over time and will expose the unit to death without harming anything you are not targeting.







King Alucard 

Your first ability allows you to raise corpses as skeletons with water, initially two at a time, while the other corpses are transformed into bottles of wine. The second ability allows you to sacrifice flour to transform skeletons into more powerful undead creatures. The last ability allows you to strengthen your other two abilities in exchange for increasingly numerous and rare resources.







King Saladin 

Your first one allows you to create blueprints with water. Your second one allows you to summon standard units with cereal. The third one allows you to summon stronger units with meat.







Relic Hunter [100 CP]
You are a true tomb raider. Not only do you know exactly how to dig up relics without damaging them, but you also know how to avoid traps and spot ruins where others would only see a strange rock.

Unit booster [100 CP]
Just like assassins and certain other units, you can passively strengthen the abilities of a unit type of your choice, whether it be grunt, rider, warrior, ranged, or arcane.

The king is watching [Free/100 CP]
In this world, no one works unless the king is watching them. With this power, you can observe the equivalent of three fields anywhere in your territory. The amount you can observe can be permanently increased by a simple ritual that burns increasingly scarce resources. After this world, if you have purchased the paid version, production doubles without any side effects when you keep your gaze on your production/barracks.

Occult Builder [200 CP]
A Vampire? No worries, you'll be able to create a building plan that allows you to bypass its invisibility. Of course, you're not limited to that, you can always invent blueprints designed to counter certain abilities of bosses and other major threats to come.

Recruiter [200 CP]
Money? Years of training? Why would you need them? No, each barracks has a type of resource that is necessary. If you provide it, a unit will appear and undergo accelerated training, and hydras, geese, and other creatures will grow quickly.

Making choices [200 CP]
Being a king means making choices, and making choices means finding yourself in situations that are risky, to say the least. Fortunately for you, you are able to know the net gains and losses that a choice will bring. But this is hardly accurate when it comes to anything other than troops, the morale of your subjects, or resources. You might know that you will maybe get a magical item and the chance that you will do so, but not what it does.





A king can be any unit [400 CP]
Maybe you want to participate in the battle in a more concrete way. No problem, you can sacrifice a unit under your command to gain all their experience and skills.



Oracle [400 CP]
You can clearly see through a crystal ball who your next opponents are, including their life force, equipment/loot, power, appearance, and numbers.

The King [600 CP]
As long as lands, kingdoms, or their equivalents are technically yours, whether as a king, emperor, or even a deity, they will prosper: rivers will not dry up, and the soil will remain as fertile as if you had never cultivated it. Every small act of kindness towards your people will be engraved in their memory and that of their descendants. And finally, your kingdoms' specialties will always be pushed to greater success, whether through the birth of scholars, scientists, farmers, and craftsmen, or through miraculous chance.

The Builder [600 CP]
You know how to instantly create buildings, fields, and forests by burning a blueprint and the necessary materials. Strangely, fields and forests only require water. And harvesting areas such as fields and forests will take much longer to deplete.

The Farmer [600 CP]
Ah, well, when it comes to fighting wars, there are plenty of people, but when it comes to planting wheat and fishing to feed these terrible voracious creatures, there's no one! Hmm, no, that's not entirely true, because like the people of this world, you can grow any plant in any season. Better than that, once you plant something, you can harvest it continuously instead of waiting for it to grow.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. You get two discounted (50%) for each category like two 50, 100, 200, 400 and you can sacrifice a discount to use it on a lower price category



Starter pack [50 CP]
You start each jump and this gauntlet with a few stacks of resources and an iconic unit from the setting.



Merchant [50 CP]
Roll two 81-sided dice, check the results against the list at the end and take home the object of your choice. You can also purchase an artifact directly, but it will cost you 100 CP for a normal one and 200 CP for a legendary one (buy artifacts directly can be reduced by spending one of your discounts corresponding to the prices).

Advisors [50 CP]
You can choose an advisor of your choice for 50 CP. If you buy several and the total CP cost is equal to a category of 100, 200, 400, or 600, you can spend one of your discounts on them. You can also get them all by choosing this option, which costs 600 CP.



Advisors:



Phoenix
Gain a 7.00% chance of your dead troops being resurrected.



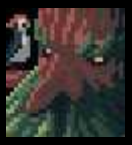
Fancy Beard
Troops are 20% cheaper to produce and their production speed is increased by 20%.



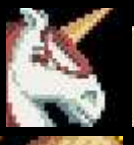
Betty
Removes producing buildings but grants a lot more Denarii (40) upon completing a wave.



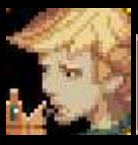
Lyanna
Receive starting units: 3 1



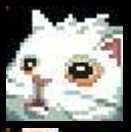
Wise Tree
Removes producing buildings. At the start of the run, you'll receive artifacts that provide you with various resources upon killing an enemy (Crystal Mask, Vine Mask, Metal Mask, Wooden Horseshoe), as well as spells (10 Deforestation, 5 Fireworks).



Unicorn
Provides you with 3 extra slots for spells.



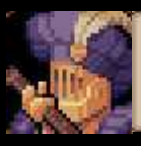
Flunkey
Receive an extra 10 Denarii per wave.



Felix
Choose an artifact at the start of the run.



Twins
At the start of the run, you'll obtain a Basic construction building.



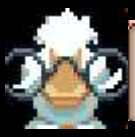
Julian
Lets you start a celebration to boost all production by 50% for 10 seconds. Cost: 20. Cooldown: 100 seconds.



Branimir
Increases max castle HP by 100.



Sophy
Adds more options to the Research Table.



Gustav
Provides a 5% boost to the production of all buildings.



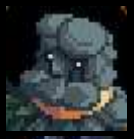
Wise Guy
Choose a 3 spells at the start of the run.



Zeus
A random enemy will be dealt 1000 lightning damage at the start of each wave.



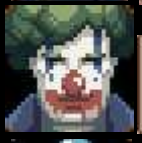
Automaton
At the start of the run, obtain 5 of each buildings: Tree, Small Wheat Field.
Note: you will not receive buildings banned by other advisors.



Golem
Buildings are 10% cheaper to build.



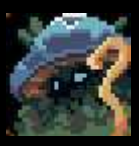
Court Harpy
Allows you see all upcoming bosses instead of just the next one.



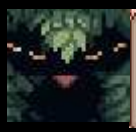
Jester
At the start of the run, you'll obtain these buildings: Wheel of Fortune x2.



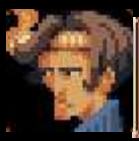
Ether
Speeds up spell production by 20%.



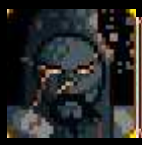
Mushroom King
Let's you temporarily summon 3 for 50.
Cooldown: 200 seconds.



Panther
Increases unit level-up bonuses by 10%.



Manager
Increases base unit limit by 2.



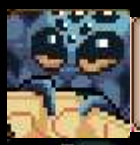
Ember
Provides a Musketeer (2) at the start of the run.



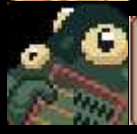
Angry Eye
Increases spell damage dealt by 50%.



Jacques
Provides a 20% discount on resources and buildings at the Trader.



Silkweaver
Improves a random tile at the start of the run.



Accountant
Provides 100 Denarii at the start of the run.

Artefact:


001
Blood and Wine Amphora
Gain 2 wine when you kill an enemy.
002
Metal Mask
3 ore when you kill an enemy.
003
Wooden Horseshoe
Gain 1 wood when you kill an enemy.
004
Vine Mask
Gain 4 grapes when you kill an enemy.
005
Crystal Mask
Gain 3 crystals when you kill an enemy.
Wooden Key
Gain 3 wood when you create a unit.
007
Miner's Lamp
Receive 25 at the start of each wave.
008
Golden Bull
Receive 25 at the start of each wave.
Wood Pile
Receive 25 at the start of each wave.
010
Porcelain Chip
Receive 25 at the start of each wave.
011
Cupbearer's Vessel
Receive 1 wine for each Well or Big Well in your castle every 10 seconds.
012
Garland
Receive 30 of each resource.
013
Old Dice
Receive 40 random basic resources at the start of each wave.
Excavation Stone
Get 90 resources of your choice 3 times.
015
Enchanted Vial
Receive 250 upon picking up this artifact.
016
Tax Decree
Receive 250 upon picking up this artifact.
Bottomless Jug
Receive 1000 upon picking up this artifact.
018
Prospector's Map
Receive 150 upon picking up this artifact.
019
Dead Rat
Receive 150 upon picking up this artifact.
Frag Bomb
Damage dealt by attacking buildings is increased by 25%.
021
Tasty Fruit
Increases unit limit by 2.
022
Hearty Borscht
Increases unit limit by 6.
Comfy Bed
Increases all troop buildings' unit capacity by 1.
024
Free Housing
Upon constructing the next 3 buildings, all resources are returned.
025
Stone Gaze
Central cell in the castle now works even when you are not watching.
Dummy Target
Troops are produced 20% faster.
027
Means of Production
Receive all basic production buildings: Wheat Field, Sawmill, Iron Mine, Clay Mine.
028
Iron Hoe
Increases production limits for starter buildings by 100%.
Red Eye
All buildings work 5% faster.
030
Ball of Yarn
Resources are produced 10% faster.
031
Moon Talisman
Healer Mages (3) join you each time you upgrade your gaze.
Suspicious Pile
Allows clay, grapes, and crystals to be traded at markets.
033
Broken Penny
Gain 3 gold for each point of damage dealt to your castle.
034
Piggy Bank
When constructing buildings, 10% of resources are returned.
Emerald Shield
Increases max castle HP by 30.
Bloodbound Brick
Your castle gains 1 HP whenever your troops die.
Golden Ball
Heal your castle for 10 HP when a production building is depleted. Can be used 5 times.
Ancient Pact
When your castle reaches 0 HP, it heals to 20 HP and all enemies are stunned for 7 seconds. Can only be used once.

036



Homemade Fireworks
Receive a Fireworks spell every 3 waves.

039

037



Royal Crown
Receive 5 Fireworks upon picking up this artifact.

040 0

038



Mystic Stone
Every 1s, a random enemy is dealt 12 damage.

1



Ram's Horn
When you kill an enemy, a random unit of yours is healed for 20% of their max health.

042



Blade of Vengeance
When your troops die, a blade is sent flying into the enemy, dealing 50 damage.

043



Hand of the Avenged
When one of your troops dies, a random unit of yours becomes enraged, receiving boosts to attack and move speed.

4



Scarecrow Hat
When one of your troops dies, an explosive scarecrow will be created in its place. Has a cooldown of 40 seconds.

045



Invigorating Nectar
Heals all of your troops for 15% of their max HP at the start of each wave.

046



Voodoo Beads
When choosing a reward, your first reroll is free.

7



Nutritious Fruit
All troops' HP is increased by 20%.

048



Iron Helmet
Increases max unit HP by 30.

049



Medal
Increases max unit HP by 75.

0



Poor Man's Relic
Every [Grunt] unit on the battlefield gets a 2% boost to HP and a 3% boost to damage from other [Grunt] units.

051



Samurai Helm
[Warrior] troops receive a 10% boost to damage, HP, and attack speed.

052



Twin Projectiles
[Ranged] troops receive a 4% chance of shooting an additional projectile for each [Warrior] ally.

3



Golden Wings
[Flying] troops gain a 30% boost to attack speed and move speed.

054



Stunning Mace
[Champion] units stun an enemy once every 20 attacks.

055



Memento Mori
All [Rider] units passively gain 1.0 HP/s.

6



Indestructible Shield
Gain a 10% chance that your units will completely block damage.

057



Strawberry Cocktail
Provides 7 morale.

058



Second Chance
Grants temporary units a 50% chance of being re-summoned.

9



Golden Arrow
Bosses are damaged for 10% of their max HP after introduction.

060



Walrus Mask
Damage to bosses from units is increased by 10%.

061



Eye of the Swarm
Damage dealt by your troops is increased by 20%.

2



Rune Shard (Red)
Reduces the first King's Ability cooldown by 25%.

063



Rune Shard (Blue)
Reduces the second King's Ability cooldown by 25%.

064



Rune Shard (Green)
Reduces the third King's Ability cooldown by 25%.

5



Royal Rune
Reduces all the King's Ability cooldowns by 25%.

066

067

Scribe's Quill
Receive buildings: Magic School, Magic College, Archmage's University.

068

Enchanted Totem
Places a seal on 2 tiles.

Trusty Compass
Places a Legendary Seal on 3 tiles.

070

Chi Fan
Increases your units' bonus HP by 5 HP each time you use a spell.

071

Mason's Scroll
Heal your castle for 3 HP each time you use a spell.

Mage's Robe
Every [Arcane] unit on the battlefield provides a 3% boost to spell damage dealt.

073

Mystic Tome
Receive 4 random spells upon picking up this artifact.

074

Mage's Notebook
Gain a spell of your choice 2 times.

Ancestral Power
Damage dealt by spells +100%.

076

Magic Prism
Each spell you cast has a 30% chance of being cast twice.

077

Ugly Apple
Summon a temporary toad (1) when a production building is depleted.

078

Family Crossbow
Receive temporary crossbowmen (2) at the start of every wave.

Rusty Bell
Receive temporary Goose Riders (2) at the start of every wave.

080

Indescribable Figurine
When your troop falls in battle, a dreadful creature ( ) will rise from their remains to fight for you. Has a cooldown of 140 seconds.

081

Sturdy Candle
Increases the lifetime of all temporary units by 3 times.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Scenarios

In each scenario you win, you keep your castle (even if you fail later) and can start a new scenario. Your winnings will be kept and returned at the end of the gauntlet.

Scenario One [Classic mode]

In Classic mode, you start with an empty castle and a few blueprints for building wells, fields, research table, markets and sawmills. You must defeat three bosses to complete this scenario and finish the gauntlet, although you can play through several scenarios if you wish.

Reward

• Firstly, you keep your castle strangely enough, you will see that the fields and other producible resources no longer dry up. This castle can be imported or left in your warehouse/or equivalent. In addition, you can summon your troops in the Jump you are in.

• Secondly, you win 400 CP.

Scenario Two [Honk honk]



Do you like geese? Of course you do! Then this is for you. Instead of getting barracks for various creatures and soldiers, you can only get Geese and their Hydra version.

You start with a Geese Training Field

Reward



You did it! No surprise there geese are walking dangers. So hold on to your castle, which now has a magnificent goose theme. You get this cute goose hydra that can switch between large and small sizes, and it even comes with little hats and knives.

The heads wearing the little hats can cast basic spells from time to time. Don't worry about its safety, because even if it dies, it will come back. Probably because death doesn't want that much chaos!

• Secondly, you win 400 CP.

Scenario Three [Battle royale]

The other kings also exist, each with their own kingdom and castle. Perhaps some of them could become your friends, or terrible adversaries preparing to face you with more than just monsters this time aroun

Reward

In addition to your castles, you keep the castles of the defeated kings and can trade with allied kings even after you leave this jump.

• Secondly, you win 400 CP.

Drawbacks

Classic Jump [+1000 CP]
It's now a classic jump rather than a gauntlet and you'll have to stay here for the next ten years.

Video game[+0 CP (incompatible with Classic Jump]
Perhaps you want to experience your usual Sauron's Eye gameplay and not have to deal with all the politics that come with it? No problem, even though it will be real, the world works exactly like the game. Time will seem to pass very quickly, as if you were playing a normal game. If you've taken on the role of a goose, there will still be plenty of strange little situations.

What does that mean? [50 CP] 
If you find the right answer without checking, you earn CP. No need to say the exact name, just what the image makes you think of.

Abandoned castle [+100 CP]
Your castle is, let's say, an abandoned version... Oh, the walls are still standing, but it's overgrown with brambles, rubble and puddles. You can, of course, clean it all up and even get some resources out of it, but that will waste your time.

Debt [+100 CP]
Tell me, jumper, you owe us 150 gold, and no action requiring gold will be possible until you have repaid us! This Drawback can be taken as many times as you wish!

(Insert Unit) only [+300 CP]
Your Majesty, it is not reasonable to have so many. Perhaps you should add some different units to your army... No, never! We need more [insert unit type]! If you recognise yourself in this situation, that's fine, because you are only allowed to use one certain type of units, such as cavalry, ranged units, or others.

Watching [+300 CP]
Perhaps a goose ate your notes, but in any case, you are now unable to increase the area you can observe, and unfortunately, everyone here is particularly stubborn and will not work if you do not watch them. Except for the soldiers, of course!

Reference [+400 CP]
You may have noticed that there are a lot of references here, some of them funny, but many of them referring to very dangerous things. Whether it's the Falcon Troop from Berzerk or Ash from Evil Dead. Unfortunately for you, the references now also come with their own villains, none of whom will be truly invincible and will be more like special bosses/waves. But be prepared for some trouble with their themes. The advantage is that they will leave behind unique artifacts/blueprints based on their themes.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note

For the drawback Reference, feel free to be creative with examples if you're having trouble coming up with any. Here are a few ideas:

Evil Dead:

Artifact:

Necronomicon Ex mortis: When your unit kills fifteen enemies, it gains a necromancy spell or a demon summoning spell.

Ash's mechanical garage: Create rider units called "Deathcoaster" driven by Ash's with his boomstick.



•Evil twin: increase capacity by 1

•Chainsaw: upon a Ash attack, you'll receive 5 wood