

# Noita

Welcome, Hyppääjä, to this world. It's not very peaceful, and it's kind of a mess really, but if you're clever and persistent, there are many opportunities to obtain godlike power. You will find yourself in front of a cave entrance, at the foot of a mountain, any other direction barred by the wood of a truly massive tree. The cave leads to a path through six underground locations, each progressively more dangerous than the last, eventually leading you to fight Kolmisilmä, the great Three-Eyed one, to collect the Sampo and complete the Work. Why complete the Work? Why, to obtain all the gold you could ever want of course. Although maybe turning the entire world into gold, including yourself, might be a bit foolish. Still, with the right pieces of true knowledge, you may repurpose the Work towards other ends.

That is, of course, only what was prepared for you. The world is far larger than the path laid down for you by the gods. The great tree in the area you begin in is not as insurmountable as it looks, and this world is positively crawling with secrets. You will be staying in this world for 10 years. That said, your time here will be a bit unusual. Instead of a jump, this is more of a Gauntlet, allowing you to try and try again to complete the Work no matter how many times you die before your 10 years are up. Additionally, you will start without a budget, you'll have to take some Curses to be able to afford anything. And finally, you'll have access only to what you can get from this document. Warehouse, perks or items or companions (unless imported) or anything else from previous jumps are barred from you until your 10 years in this world are finished, keeping only your body mod. It wouldn't do for you to be incapable of performing your task here, would it?

# Curses

Here you will gain an opportunity to increase your budget. Although of course, you'll have to suffer some risks with it, as each Curse you pick will be with you for the duration of your stay in this world. There's no limit to how much you may gain, of course, save perhaps that there's only so many Curses to select.

## **Dimensionally Challenged +0cp**

While the source material for this gauntlet, the Noita videogame, is 2D, there is the assumption here that you'll be entering a full(-ish) world in 3D, likely made significantly more elaborate and expansive due to the added dimension. If you would like an authentic experience though, you may choose to live in a 2D world. It will likely feel quite different from what you're used to.

## **The Eyes! What Do They Mean?! +100cp**

There are many secrets in this world, hidden both deep in the bowels of the earth and in plain sight. Unfortunately, you're probably not going to find many of them, as you are abysmal at decoding cryptic messages. Puzzles in general also stump you, seemingly arcane and unknowable even if they aren't all that complex. In other words, you're essentially helpless when it comes to figuring out secrets. And, well, given that very little is outright stated in this world, you probably won't get up to much. Hopefully you've brought along someone who can help you.

## **Exploding Corpses +100cp**

While the blood and meat of dead enemies doesn't usually have much use (especially if you don't bother with the alchemical applications), at least they're generally harmless. With this, that changes. Now, instead of simply dying, everything you kill will explode on death, the force being comparable to normal bomb spells. Needless to say, if you aren't immune to explosions, this might get troublesome, especially if you kill something within melee distance. It will also wreck any places where many creatures die, although that may be helpful to you depending on the situation. Just be careful and don't get too close to your enemies.

## **Boomerang Spells +100cp**

Usually your spells just travel in a straight line, maybe falling down in some cases. Well with this that changes. As you can guess from the name, all spells you cast will now act kinda like boomerangs, traveling some distance before turning around and homing in on you. This is not particularly dangerous for a lot of spells, given that you normally can't damage yourself with them, but it also makes all kinds of explosives practically unusable, if not outright suicidal to cast. Well, if you're immune to explosions that barely matters, but still, try to avoid casting explosives if you can help it.

## **Vulnerability +100cp**

Well then. Perhaps you'd like a simple challenge. This curse is certainly simple enough. Choose one source of damage from the following; Electricity, explosion, fire, melee, poison, radiation, projectile, and slice. You are now 25% more vulnerable to damage from that source. As in, you receive 25%, a full quarter, more damage from it than you otherwise would. Uniquely, you can take this Curse multiple times. In subsequent purchases, if you choose the same source of damage, they'll stack linearly (so two would be 50%, three would be 75%, etc). You can also choose other forms of damage as well. This also negates any related immunity perks you have, reducing them to a mere resistance. For example, having fire immunity and 25% vulnerability to fire damage means you still take damage from fire, but it's reduced to 25% (and if you're 50% vulnerable, you'd take half damage, and so on), meaning that stacking this Curse four times makes the related immunity perk useless. Do be careful.

## **Lag Issues +100cp**

Were the gods lazy perhaps? Or maybe this world is just fragile. But enough complaining. With this Curse, perhaps you should know that this world isn't as stable as yours. How does this manifest? Well, if you travel too far from your initial position, the world will start slowing down, including you, as if everything was lagging from too many things happening at once. It would only take a kilometer to start feeling this, meaning you'll start suffering from it halfway through the path intended for you. Additionally, leaving behind too many objects, such as gold nuggets, can cause this to happen sooner, not to mention the effect of casting spells with too many projectiles or that carry immensely powerful payloads like nukes. Mercifully, you have an option to "restart" your run now, which essentially just means you have to sit in an empty void for a minute before the slowdown is fixed and you can continue your run. Try not to destroy too many things at once, or you might "crash" the world and end your run immediately.

## **No Wand Tinkering +200cp**

Wand tinkering is perhaps the most important aspect of Noita. With it you can carefully craft wands that do precise things, and you'd be surprised how deep the spell system is. Without it, you're stuck with the random wands found throughout the world, few of which are particularly impressive compared to the wands you can craft yourself using the spells on said wands. Perhaps you are a true masochist however. With this, you can no longer tinker with wands. Even if you get the Tinker With Wands Everywhere perk, whether in this jump or in a Holy Mountain, it will only nullify this, allowing you to tinker with wands only within Holy Mountains that have not collapsed, effectively wasting your points. You fool, why would you want this?

## **Angry Gods +200cp**

When you wreck a Holy Mountain (before it's collapsed), that tends to piss off the gods. Meaning, a Stevari will spawn in the Holy Mountains, a flying skeleton with a very powerful shield and a staff that casts powerful fireballs. It will hunt you down as punishment for desecrating the Holy Mountains. If you kill the Stevari three times (there's one for each Holy Mountain), a Skoude will spawn, a more powerful variant of the Stevari that erases matter around it, preventing you from crushing it with rocks, and whose staff casts several fireballs at once. While they aren't invincible by any means, they can be troublesome for inexperienced noitas.

For you, however, this is a little different. On top of the normal punishment, the gods seem particularly strict with you. If you stray from the "tutorial", as it is affectionately referred to, you will anger the gods. Essentially, if you explore the world instead of descending down the normal path and killing Kolmisilmä, you will find Stevarit spawning all over the world, ready to hunt you down. Kill three, and you will instead find armies of Skoudet waiting for you. Thankfully you won't be punished if you kill Kolmisilmä first before exploring, albeit you have to ascend through the Tower instead of digging your way up. Or maybe you're confident you'll win?

## **But then we will both surely die +200cp**

“Lol” said the hiisi “Lmao”. While it is assumed that your enemies in this world are actually intelligent and have a sense of self-preservation, you can take this curse if you’d like to have the authentic Noita experience. Now, each creature found in this world (except you of course) has the self-preservation of a lemming, and seemingly no strategic ability. They’ll grab wands and obliterate their entire general region without a second thought, and it’ll only occur to them to avoid dangerous substances like pools of toxic sludge after they’ve already jumped in them. Don’t get overconfident however, as this doesn’t make the world any less dangerous. In fact, if some hiisi or something gets their hands on a halfway decent wand laying around, it’ll be exponentially more dangerous as they’ll cast from it with no concern for collateral damage.

## **Curse Of Greed +200cp**

Do you want gold? Well then, you may have gold. This Curse multiplies all gold you obtain by 3. Why is this a curse you may ask? That’s because it also transmutes all materials and liquids within 5 meters of you into cursed rock and cursed liquid respectively, every 5 seconds. Although this seems to follow your path instead of happening on you, so if you aren’t just standing around you can get out of the way so the transmutation doesn’t happen under your feet. Contact with these cursed materials constantly damage you, about as much as normal toxic sludge or poison. As long as you keep moving and don’t backtrack, it won’t be too much of an issue, and the triple gold is nice. Just don’t stay in one spot too long.

## **Teleportitis +100/200cp**

You’ve been afflicted with a bad case of Teleportitis. I’m sorry, Hyppääjä, it’s terminal. Whenever you take damage, from any source, even if blocked, you will immediately teleport to a random location between 5 and 100 meters away from your current position. While it can be handy to escape terrible situations, such as being surrounded by enemies, it can make things far worse, such as dropping you into an even larger swarm of enemies, or into a harmful substance like acid, toxic sludge, or even lava. And if you’re taking damage over time, such as being drenched in toxic sludge, or poison, or if you’re on fire, you’re going to be teleporting 4 times a second as you take damage. Quite disorienting, as you can no doubt imagine. As an alternative, you may have a lesser version of this, teleporting you only between 5 and 20 meters away. This is less disorienting, obviously, and it is not quite as dangerous thanks to having a shorter range. This lesser option gives you only 100cp, rather than the full 200cp.

### **Glass Cannon +200/400cp**

This is a rather unusual Curse. It does two things; one, it makes you as frail as an ordinary untrained human without allowing you to become tougher using Max Health pickups, two, it multiplies all damage you do by 5, and also multiplies the radius of all explosives in the world by 5. Needless to say, it makes all explosive spells incredibly dangerous to use. If this isn't enough for you somehow, you may take this Curse a second time for an additional 200cp. While you won't become any more frail than with only one Curse, it does mean that it multiplies damage and explosion radius by 25 instead of merely 5. At this point, you cannot even use the basic bomb spell without dying, unless you have acceleratium to flee quickly or immunity to explosive damage. If you are immune to explosions though, well, this would barely qualify as a Curse, so this Curse negates that perk unless you obtain it during a run in a Holy Mountain. Try not to make too much of a mess.

### **Hated By The Gods +400cp**

Perhaps you destroyed one too many Holy Mountains? Or maybe the gods aren't involved and you're just terribly unfortunate. Either way, this Curse is a curse of misfortune; you will be incredibly unlucky in basically every way. Perks and shops in the Holy Mountains will rarely have anything good to obtain to the point it might take months or years of runs before you find anything that is already rare, sometimes it seems like the world itself is out to get you with how often you suffer accidents and get taken by surprise by enemies, and the layout of the world will almost seem designed to confuse you sometimes. Your runs will be all that much more difficult now.

### **Jumping Kummitus +600cp**

As you continue on your runs and keep dying, you will eventually notice ghosts appearing in the world, wielding wands you once crafted. These Kummitus use the 'bones' (IE, wands) that you possessed when you died. While normally that's all they have, and there must be at least 35 'bones' for them to start appearing, this changes that. Now, they will appear from the start, and rather frequently at that, perhaps one or three for every notable biome outside of the Holy Mountains. Not only that, but they will have a chance of possessing one of the perks or items you've purchased here, and if you had gone to other jumps before using this Gauntlet, they will also have a chance of possessing one item, perk, or other singular ability that you've obtained, whether through purchasing them within the jumps or you obtained them through effort. Unfortunately, these ghosts are also hostile to everything, including you, and cannot be negotiated with or charmed. Hopefully you won't meet too many with wands capable of mass destruction.

# Perks

I am not going to sugarcoat it. You will die. A lot. So why don't we turn this roguelike into a *roguelite*? While you will be able to pick up various "perks" in the Holy Mountains of this world, here is a list of perks you can purchase to always possess, even from the start of your runs. Discounts to perks you can purchase more than once apply to each individual purchase. For example, buying a 100cp perk four times for a total of 400cp, you can use one discount to make one of those purchases free to pay 300cp, or use four to make all four purchases free.

Discounts halve the price, and make 100cp perks free. You have 10 discounts for 100cp perks, 15 discounts for 200cp perks, 5 discounts for 400cp perks, and 2 discounts for 600cp perks.

## Information Is Half The Battle -0cp

There are many secrets in this world. Perhaps too many even. Some are so opaque they are frankly impossible to figure out on your own without tedious trial and error. So, as a mercy, whenever you start a run you'll find some information materializing in your mind. This information is primarily things you would find in Noitool, IE shop items, the contents of pacifist chests (which only appear in Holy Mountains if you haven't harmed anything directly in the previous biome), perks and their rerolls, the recipes for lively concoction and alchemic precursor, and the results of the first 20 Fungal Shifts. On top of this, you will also be shown the locations of all the NG+ orbs, as well as the exact place where you need to cast End of Everything to obtain the 34th orb.

Do keep in mind, however, that all this information fades away once you start moving. You will have to memorize everything yourself if you want to remember it. Although given the nature of obtaining the 34th orb, you will be notified when you are in the location needed for it, else it would be impossible to find it.

## **Levitation -0cp**

This world is rather large, and it's not entirely welcoming. Both in terms of danger, and accessibility. And it wouldn't be too fair to expect you to climb everywhere, right? So as a bonus, you obtain the power of levitation. It's not as impressive as you might expect, unfortunately. You have a small amount of levitation power that lets you rise maybe 20 meters before running out and having to wait a few seconds for it to regenerate. Although if you use it intermittently, you might be able to rise a bit further. And of course, in this world you'll be able to find perks and potions to supplement it. Oh, and the levitation also leaves behind a short-lived trail of smoke. You'll likely come to depend a lot upon this levitation to move around in the world, especially vertically.

## **Murderous Salary -0cp**

You're going to need gold. A lot of gold. And your mission doesn't expect you to go mining for it. Far from it really. Instead, you now have an alternate method of obtaining gold: murder. Killing any living creature, or any sufficiently autonomous machinery such as robots and mobile turrets, will cause them to drop an amount of gold proportionate to that creature's power. Normal people with shotguns might drop a nugget or two of gold, but demons from hell might net you hundreds or even thousands in a single kill. Not to mention the sheer amount of gold the creatures in NG+ would drop. Notably, when their death is an "accident" (also called a trick kill), they drop double the gold. What counts as an "accident"? Well, anything you don't directly kill. And even that isn't entirely strict, as doing something like dropping a heavy rock on someone, or throwing some acid on them, or electrocuting a body of water that they're in, would count as a trick kill, among other things. Do remember that these nuggets do not last forever (not without a certain perk found in Holy Mountains), and blink out of existence after about ten seconds if not collected by you.

But gold is quite heavy, and carrying around tons of gold would be rather burdensome. So, as a bonus, any gold you touch dissipates and its value is collected within you, with a number in your mind's eye showing you the total value of all the gold you've collected this way. It is this internal value that you use to pay in the shops and reroll machines in Holy Mountains. After this gauntlet ends, you can choose whether or not to collect any gold you touch in this manner. Also, in future jumps, you can use the value collected in this manner for any monetary transaction, manifesting the appropriate currency as long as said currency doesn't have any supernatural traits by itself.

## **The Wiki -0/600cp**

Knowledge is power in this world. But there's a lot to know here, potentially more than you could remember. So as a mercy, you'll be given this. At any time, you may access a mental "wiki", compiling everything you've conclusively learned about this world. Any wands, enemies, biomes, structures, spells, potions, and so on that you have encountered will be there, although if you want any actual descriptions you'll have to try things out to see what happens and learn the hard way. Essentially, think of it as taking care of writing down anything you learn for later.

But if you don't want to explore and just want knowledge directly, then for a payment of 600cp you may obtain access to an already complete wiki, ready for you to learn about anything that exists in this world in quite a bit of depth without needing to risk your life.

In future jumps and worlds, this will work in the same way, the wiki expanding to cover things from those jumps and worlds, only showing you what you've learned with the 0cp version and simply showing you everything there is to know with the 600cp one.

## **The Community -0cp**

But just knowing things isn't all that interesting, right? Why not share your knowledge with others? With this, you gain mental access to a forum of people (more of a chatroom really) of other people who are in the same situation as you; being a Noita performing their own runs and dying repeatedly while learning more about this world, or perhaps just having fun messing around. With this community you can share and learn about other people's funny and unexpected deaths, interesting wand builds, or strange secrets that have been found or even solved.

Additionally, you can save a "replay" of the last 30 seconds at any time during your runs, even while dead. The recording can also be uploaded to the forum, in case you want to share your own funny deaths with the community. You can also optionally store it in a digital storage device that you will find in your warehouse or on your person once the gauntlet ends, so that you may entertain yourself by watching them at a later time. You may choose whether or not you still have access to the forum once the jump ends.

## **Breathless -100cp**

There are secrets everywhere in this world, the depths of this world's bodies of water are no exception. But the nearby lake is far deeper than you would think, so how do you swim to the bottom? By having this perk of course. It's rather simple; you no longer need to breathe, and you even swim faster than normal. This is of course useful even if you're trapped somewhere where you would otherwise asphyxiate. A second purchase of this perk allows you to swim as fast as a normal person could run, and additional purchases make you swim progressively faster. You probably shouldn't purchase this perk too many times though, else you might become so fast while within liquids that you can't control where you're going.



## **Gold Is Forever -100cp**

The gold nuggets of Murderous Salary disappear, but that can be rather annoying, no? After all, you may end up not being able to collect them. Well don't worry, with this perk that is solved, and the gold nuggets will never disappear, allowing you to collect them at a later time. That's it really. You can't purchase this perk multiple times. I mean, what would that do? Make the gold nuggets last longer than forever? Don't be silly. If you have the Lag Issues Curse, well, don't forget to actually collect the gold nuggets.



## **Strong Levitation -100cp**

You only have so much levitation power before you have to take a short break. But that can be changed. With this perk, the amount of levitation power doubles, letting you fly for twice as long before needing to stop. Unfortunately it doesn't change how much levitation power you recover, so you'll have to wait twice as long to fully regenerate it. Not that it matters much, since you do have that much more of it to begin with. Multiple purchases of this perk stack multiplicatively, so buying this twice would multiply your levitation power by 4, buying this thrice would do so by 8, and so on.



## **Never Skip Leg Day -100cp**

Kicking things can be quite useful, letting you parry (with perfect enough timing), or force your enemies to drop dangerous wands they might've picked up. And with this perk, your kicks will be significantly stronger. This not only means that you deal more damage with your kicks, but with a well placed kick you can send heavy metal minecarts practically flying with how far they'll go. Purchasing this perk multiple times stacks linearly. Still, if you manage to obtain this perk 60 times, whether purchased here or obtained in Holy Mountains, you might be able to kill the bosses found in this world with a few well placed kicks. Does not apply to punches, obviously.



## More Blood -100cp

Wow, gross. With this purchase, everything now bleeds twice as much. This isn't just blood, but anything that something would conceivably "bleed", like robots "bleeding" oil even if they don't actually have oil anywhere in their machinery. Multiple purchases of this perk stack multiplicatively, so two would be x4, three would be x8, and so on. Honestly, even with only one or two purchases of this perk, you're probably going to flood everywhere you go with blood. But hey, if you have vampirism, it's a pretty good deal, no? Does not actually increase the amount of blood inside creatures, just makes them magically bleed more than they should.



## Saving Grace -100cp

Dying is normal in this world. Still, maybe you'd like a bit of a safety net for continuing a good run? This will be useful in that case. With this, when you die, you don't actually die, you just remain on the brink of death. It's quite good from surviving powerful single attacks, although rather useful for rapid fire damage. This perk will work once per run, and in future jumps it will work once per month. Do take note that this does nothing if you die while polymorphed or similarly transformed into something that isn't yourself. You can only buy this perk once.



## Enemy Radar -100cp

There are many hostile creatures in this world, and they can definitely take you off-guard if you aren't careful (and sometimes even if you are). With this perk, that changes. What it does is give you a sense for the distance and direction to any enemy within a hundred meters of you. With how caverns can be tight and twisting, this might be rather helpful, no? You can only take this perk once. In future jumps, this will work on anything that would be hostile to you if it becomes aware of you.



## Wand Radar -100cp

Wands can be found all over the world, not just in the Holy Mountains. The Fungal Caverns in particular are filled with wands and potions of all kinds. With this perk, finding them will be a bit easier. Like the Enemy Radar perk, this gives you a sense for the distance and direction to any wand within a hundred meters of you. You can only purchase this perk once. In future jumps, this will work on any magical weapon, not just wands.



## Item Radar -100cp

You know the deal by now. Plenty of useful items, this perk gives you a sense for the distance and direction to any of them within a hundred meters of you. Stuff like potions, pouches, and strange magical items count. You can only buy this once, and in future jumps it will work on any magical or alchemical item not intended to be used as a weapon.



## **Spatial Awareness -100cp**

This world is very large. It can be hard to know where you are at times, frankly. Thankfully, this perk solves the issue for you. Whenever you stand still for about 2 seconds, you'll become aware of your general position relative to the Mountain you start next to, as well as the six Holy Mountains marking your intended path downwards, and the Laboratory, which is essentially just the last Holy Mountain. It also shows you a few other points of interest. What are those points of interest? Go exploring and find out. It also tells you if you are in a parallel world, and how many parallel worlds away you are from your world. You can only purchase this perk once. In future jumps, this perk will use similarly important landmarks of those worlds.



## **Homing Shots -100cp**

As fun as shooting your enemies might be, it's not like they're incapable of dodging. This perk mitigates that issue. In short, all of your spells will now home in towards the nearest hostile enemy. Best used with normally stationary spells, of course, and it's barely noticeable with fast-moving perks due to not being able to adjust their trajectory in time. This will also apply to anything you throw or shoot, such as the bullets of a minigun if you get your hands on one. You can only purchase this perk once.



## Gas Fire -100cp

Most gasses are rather harmless. Some though, like freezing vapor, do hurt you a bit. While this is normally not much of an issue, Maybe you really don't want to bother with it? Anyway, with this perk, any gas other than pure breathable air in a 3 meter radius around you is immediately removed in a fiery manner, allowing you to breathe without issue as if protected from those gasses by a sphere of fire. Be careful when you teleport into a cloud of gas, though, as you'll be set on fire as well. You can only purchase this perk once.



## Lukki Mutation -100cp

Perhaps just standard levitation is too boring for you. Well, don't worry, as this perk presents an alternative. Rather than levitation, you now have four arachnid legs protruding from your body, about 10 meters long, that allow you to climb up sheer walls or through a ceiling. While you're no longer capable of flight, this might perhaps be more useful underground as the legs do not need to regenerate like levitation power does. Things that would normally increase the speed of your levitation, like Levitatum, are now frankly useless. Purchasing this perk more than once adds an additional 5 meters to the legs' length, increasing how far they can reach to hold you onto something. Having a few arachnid legs dozens of meters long coming out of your body might look a bit freaky though. You can toggle this perk at the start of a run if you want to use normal levitation, or at will after this gauntlet ends..



## **Plague Rats -100cp**

Rats are small and cute, aren't they? Well you'll be seeing a lot of them now. What this perk does is that any enemy that dies within 10 meters of you spawns a plague rat, stronger than the normal rats you might find in the mines below the mountain, but who follow you and attack your enemies before they disappear a few minutes later. Notably, the further down you go, the stronger the rats that spawn will be. Also, normal rats who appear in this world won't attack you either. Purchasing this perk multiple times just adds more plague rats that spawn from dead enemies.



## **Revenge Rats -100cp**

You really like rats, don't you? This perk is rather straightforward; whenever you take damage, a plague rat spawns on you to help you deal with any enemies. These plague rats function just like the Plague Rats perk above. Purchasing this perk more than once simply adds more plague rats that spawn when you get hurt.



## **Spontaneous Generation -100cp**

This is getting out of hand. With this perk, any vomit within 3 meters of you turns into plague rats that help you against your enemies. Well, maybe this is a bit less gross than having to wade through vomit, right? These plague rats function like the Plague Rats perk above. You cannot purchase this perk more than once.



## Homunculus -100cp

Ah, what a nice little helper. What this perk does is that a small homunculus will spawn next to you each time you leave any given Holy Mountain for the first time. There's no limit to how many may follow you at any given time, and if they get too far away from you, they'll just teleport to your side again. Purchasing this perk more than once both adds to the number of homunculi that spawn when you leave a Holy Mountain, and also increases their damage a bit. They'll attack anything hostile to you, although be careful around any berserkium because being dipped in it will make them attack you as well, and considering that they automatically teleport to you when you get too far away from them, that makes them rather dangerous. They also won't recognize you if you are polymorphed, and their projectiles can damage you in any case, so do be careful. In future jumps, they will spawn whenever you leave a holy place for the first time.



## Pinpointer -100cp

Wands do not have iron sights, and aiming with them can be a bit difficult. Not to worry though, as this perk adds a red pointer emerging from whatever wand (or ranged weapon) you are holding. It also makes anything you shoot travel 40% faster and be significantly more accurate. This is also applied for every projectile you shoot, so if you shoot multiple spells at once, the boost to speed and accuracy will be even greater. You can toggle this perk at the start of a run, or at will once the gauntlet ends. Purchasing this perk more than once increases the speed and accuracy bonus linearly, so 80% faster for the second purchase, 120% faster for the third, and so on.



## **Initiated Into The Divine Art -100cp**

Alchemy is quite the obscure and finicky art, not to mention dangerous. But if you don't want to experiment yourself, then you may obtain this perk instead. Now, you'll be experienced in alchemy, knowing all the magical liquids in this world, and how they combine together to create other magical liquids. Of course, this is rather useless if you do not have the resources for it, but it can be good to know in a pinch. In future worlds, you will also be experienced, if perhaps not quite a master, at whatever local equivalent of alchemy there is. You cannot purchase this perk multiple times.

## **The Gods Are Watching -100cp**

And they are rather amused by your antics. Similar to the Twitch integration feature in the game, now you will find that you have an audience, and they can grant you curses or blessings. From getting healed and becoming invincible for a full minute, to all enemies becoming invincible for a full minute and teleporting around randomly, there's no knowing how your audience will wring some entertainment out of you next. Mercifully whatever happens will only happen every two minutes, so you will get a bit of a breather between the chaos.

Fortunately, you also get a mental "chat", in which various people with varied names will comment on what you're doing. These are the "gods" that give you blessings and curses, and if you learn what kind of things they like and dislike, you might be able to encourage them to bless you more often than they curse you. They're still rather fickle though. Besides, it can be nice to have an audience to talk with while finding strange things around the world, and you'll occasionally find some members of the Community join the chat to watch what you do. Most of the audience will be strangers though. You can toggle this perk at the start of each run, or once a day once the gauntlet ends, and you cannot purchase this perk multiple times.

## **Faster Levitation -200cp**

Generally speaking, levitation isn't all that fast. And what if you're trying to flee from a particularly dangerous enemy? Well, with this perk you won't have too much issue with that, as you now levitate 75% faster. Multiple purchases of this perk stack linearly, levitating 150% faster with two purchases, 225% with three, and so on. In future jumps this will also apply to any other form of innate flight you may have, for vertical movement at least. Try not to purchase this perk too many times, or you may become too fast to control where you're going.



## **Faster Movement -200cp**

Flying upwards faster is all well and good, but what if you want to trek to a different part of the world? This perk will provide then, allowing you to move horizontally about 40% faster. Multiple purchases stack linearly like the Faster Levitation perk, so two purchases make you 80% faster, three would be 120% faster, and so on. Try not to purchase this perk too many times, or you may become too fast to control where you're going.



## **Critical Hit+ -200cp**

Yes, critical hits are a thing in this world. Usually you can get a chance for critical hits when drenched in blood, but if you want a more reliable chance then this perk is for you. You can purchase this perk up to 10 times, and each purchase grants you a 10% chance for any given attack you perform to deal x5 damage. Of course, since this stacks linearly, buying this 10 times means you have a 100% chance of dealing x5 damage. Quite nice, isn't it?



## **Greed -200cp**

Is the gold that enemies drop not enough for you? Well, if so, then you can buy this perk. It does one simple thing; doubles the amount of gold dropped from the Murderous Salary perk. You can also purchase this perk multiple times, and it stacks multiplicatively, so two purchases would multiply dropped gold by x4, three by x8, and so on. Notably, this also makes it easy to notice that after a certain threshold, enemies drop larger nuggets, going from the size of a football to half your size, then larger than you, and above that they'll drop strange skulls made of gold instead of nuggets, who also start small and grow progressively larger as more gold is dropped from one enemy. With sufficient purchases of this perk, you might become a millionaire from just killing one weak enemy.



## **Trick Greed -200cp**

As stated before, trick kills double the amount of gold dropped from an enemy. This perk increases that multiplier even further, to a x4 multiplier. You can also buy this perk multiple times to increase that further, for a x8 multiplier with two purchases, a x16 for three, and so on. Notably, this stacks multiplicatively with the Greed perk above. For example, if you have one purchase of Greed, and one of Trick Greed, and kill an enemy indirectly, then they'll drop x8 the normal amount of gold, doubled once from the Greed perk and then quadrupled from this perk. Why do you want so much gold anyway?



## **Trick Blood Money -200cp**

Now this is just excessive. With this perk, any gold dropped from a trick kill is now red, as if it were made of rubies instead of gold, and picking it up will heal you proportionate to the value of the gold you pick up. It still gives you the collected value as normal, it just also heals you. If you have a way of consistently doing trick kills, such as having access to Touch Of spells, you can basically stop worrying about your health and just kill more enemies to recover from your wounds. Needless to say, this perk is rather ridiculous when combined with the Greed and Trick Greed perks. You cannot purchase this perk more than once.



## **Telekinetic Kick -200cp**

More magical abilities you say? Ask and the gods shall provide. This perk causes your kicks to have a telekinetic effect. Kick once and whatever object within a dozen meters from you that you're looking at (that isn't nailed down) will be telekinetically "grabbed" and made to hover about a meter away from your feet in whatever direction you're looking at (this can make walking a little awkward). Kick again and the object will be hurled in the direction you're looking at. Given that this works largely off of where you're looking, it can take a bit of practice, but it's amazingly good for pulling off trick kills. Not to mention you can use it for portable cover in a pinch. And of course, the strength of the telekinesis scales with your strength, so if you have Never Skip Leg Day you will telekinetically throw objects that much harder. Notably, this also solves the issue of being unable to fly using Lukki Mutation, as the extra legs from that perk will be able to grab onto whatever object you're telekinetically holding. How does that work? It's magic, don't question it.



## Repelling Cape -200cp

There are many magical and not so magical liquids in this world, and a strange thing is that they affect you just by being stained by them, rather than imbibing them. For example, you can become drunk just by being drenched in alcohol, no drinking required. If you don't like that however, you can purchase this perk. It simply makes any stains go away much more quickly while moving, which helps remove things like poison or toxic sludge off you without needing water. You can also purchase this perk a second time, increasing the effect to the point you'll find yourself completely dry almost immediately once you leave a pool of liquid. Of course, this does make using potions a bit more difficult without drinking them, such as needing to stand in a pool of ambrosia to benefit from it rather than being able to carry the invincibility-granting stain with you. Still, it can be nice to be dry, no?



## Extra Life -200cp

While Saving Grace is quite nice, maybe you want something a bit more reliable? This perk is similar, in that it prevents you from dying, but it also heals your wounds. How much does it heal you? About as much as it would take to fully heal a normal human, squishy as they are. If you have picked up Max Health increases around the world, this healing won't be as pronounced. You can also purchase this perk multiple times, with each purchase working once per run, or once per jump or decade once the gauntlet ends, whichever is shorter. Perhaps you should stock up on a few of these.



## **Invisibility -200cp**

This world is filled with hostile creatures of all stripes, but what if you just want to explore unbothered? Perhaps this perk might be of use. In essence, you're naturally invisible. This obviously allows you to run around without being hounded by enemies. Unfortunately, your invisibility isn't constant. See, if you are stained by some liquid, even just by water, you become visible until you dry out. Obviously this means that you are never invisible while submerged. Additionally, if you cast spells, or kick, you'll be visible for 5 seconds before you become invisible again. Thankfully throwing things doesn't make you visible, so if you carry a large rock or an emerald table with you, you can use that for trick kills without breaking your invisibility. You can only purchase this perk once.



## **Vampirism -200cp**

Congratulations, Hyppääjä, you are now a vampire! The most obvious benefit is that drinking blood now heals you. You do need to drink quite a bit of blood though, something like a full liter of blood to fully heal, assuming you haven't picked up any Max Health bonuses. You're also 25% less durable than you otherwise would be. Oh, and don't worry, as blood will no longer satiate you, you won't have to worry about not being able to drink too much of it at one time. Obviously this perk is quite good with More Blood, and if you have Unlimited Spells you can use blood-generating spells without needing to go kill creatures for their blood. Some perks, such as Freeze Field, make it incredibly difficult to gather blood though, so do be careful of what you pick up in Holy Mountains with this. You can only purchase this perk once, and you can toggle it at the start of a run, or once a day in future jumps.



## Stronger Hearts -200cp

Max Health pickups are magical floating hearts that make you more durable when you pick them up, letting you take more damage without dying. Normally, they increase your health by about a quarter of your initial amount and stack linearly, so the more you pick up, the less difference you'll notice from new pickups. There's also Large Max Health pickups, which increase your health by half of your initial amount instead of a quarter. With just a few of these hearts, you can start taking hits that would previously kill you without too much issue. But of course, with this perk you can increase the amount of health they give you.

One purchase doubles them, making the normal Max Health pickups increase your health by half of your initial amount, and Large Max Health pickups increase it by the full amount you start with. Subsequent purchases increase the benefits of hearts by  $\times 0.25$  rather than doubling them again, so you need to purchase this perk 5 times for a  $\times 3$  multiplier to these hearts, and 9 for a  $\times 4$  multiplier. And you can buy this perk even more too.

Frankly, even without this perk, gathering a few dozen hearts would already make you tough enough to survive swimming in lava for a time. With this perk, especially with multiple purchases of this perk, well, it wouldn't take as many to reach that level of durability. In future jumps, this will also multiply any external effects that permanently increase your health/durability.



## **Living On The Edge -200cp**

You like living dangerously, don't you? Who am I to say no? The effect of this perk is simple; when you are close to death, you deal three times the amount of damage you usually would. You can purchase this perk multiple times, stacking multiplicatively, so two would be x9, three would be x27, and so on. This can get rather silly rather quickly, as you can imagine. Of course, it also makes it far easier to accidentally kill yourself, especially since you need to already be practically on the brink of death to get the damage multiplier. Not to mention the sheer danger if you also have the Glass Cannon Curse. Have fun.



## **Slime Blood -200cp**

Oh, how strange. With this purchase, you now bleed slime instead of normal red blood. While weird, you'll also find that slime no longer slows you down, whether the slime you bled or the slime you can find around the world. It does slow down other non-slimy creatures still though, so perhaps you can use it with some cleverness. Additionally, this perk makes you 25% more resistant to projectiles. You can purchase this perk multiple times, which while it won't increase your projectile resistance further, will multiply the amount of slime you bleed like the More Blood perk. Unlike the More Blood perk though, this additional bleeding only applies to you. Try not to drown in all the slime.



## **Permanent Shield -200cp**

There are many scary things in this world, and you aren't the only one who can attack from a distance. But hey, if you purchase this perk, you'll have a bit of a barrier between you and any projectiles. It's not very tough, Able to tank only about a fifth of the damage you could before any increases to your health, and it takes a few seconds for it to regenerate, but it's better than nothing, no? You can also purchase this perk multiple times, each purchase giving you another shield that appears on top of the last one. With enough stacks, you might end up with layers of shields dozens of meters in diameter.



## **Revenge Explosion -200cp**

Don't you just wanna go apeshit? Well look no further than this perk. Whenever you take damage, even the slightest amount of damage, you release a magical explosion from your body, roughly as strong as an explosive barrel of gunpowder. This explosion also sets stuff around you on fire, so be careful with that. It also makes you 25% more resistant to explosions. Notably, it also destroys some sources of damage like lava and acid. Not to say this perk makes it safe to swim in those, since you still get damaged. You can only purchase this perk once.



## **Revenge Tentacles -200cp**

Maybe exploding isn't for you. Here's an alternative then. With this perk, whenever you take damage, a monstrous tentacle will emerge from your body to retaliate against the source of damage. In cases of passive sources of damage, like lava, acid, fire, toxic sludge, and so on, it'll just flail randomly. You're also 25% more resistant to projectiles. You can only purchase this perk once.



## Revenge Bullets -200cp

Okay, maybe neither exploding or sprouting tentacles is to your taste. How about something a bit more straightforward? With this perk, you bounce back any projectiles that hit you, sending them back to whoever shot you. You're also now 20% more resistant to both projectiles and explosions. Do note, this reflection takes about 1/6th of a second to recharge, so if you're assailed by too many projectiles, you won't be able to reflect all of them. You can only purchase this perk once.



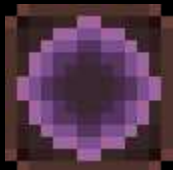
## Feared By Worms -200cp

Worms can be rather annoying, you know? Worse, if they bust up a Holy Mountain by burrowing through it, the gods will blame you instead! With this perk, you can solve that issue. Now, worms (and other horrible things) no longer destroy terrain. Additionally, worms will run away from you, so you won't have to worry too much about them anymore. Quite nice, isn't it? You can only purchase this perk once, and you can toggle it at the start of a run or at will once the gauntlet ends.



## Projectile Repulsion Field -200cp

While shields are nice to have, sometimes it's not quite enough. This perk should help. You now emanate a field about 10 meters in radius that repels any projectiles that get within range, diverting them away from you. This also applies to your own spells and other projectiles though, throwing off your aim in unpredictable ways even as the projectiles reach further due to being sped up. You can toggle this at the start of each run or at will once the gauntlet ends. You can purchase this perk multiple times, which strengthens the repulsion effect. It's already quite strong with just one purchase though.



## **Projectile Slower -200cp**

Aside from repulsing projectiles, there's also this perk, which makes you emanate a field about 15 meters in radius that slows projectiles down. While you can purchase this perk multiple times to strengthen the effect, with just one you'll already find that all but your fastest spells can barely leave the range of your field, with how much they're slowed. And when you combine this with Projectile Repulsion Field, well, they basically cancel each other out in terms of how far your own spells will travel. Please focus on one. You can toggle this at the start of each run or at will once the gauntlet ends.



## **No More Knockback -200cp**

Don't you hate being tossed around in fights? With this perk, you will no longer suffer that. In short, you no longer suffer knockback from any source, and you are also immune to getting stunned from being hit. Do note you can still be frozen solid or electrocuted and stunned that way, but at least you won't be knocked around when attacked. You can only purchase this perk once.



## Extra Perk -200cp

Finding perks in Holy Mountain is quite nice. It wouldn't be an exaggeration that grabbing perks is one of the most important parts of your journey through this world. But each Holy Mountain only has three perks on offer. What if you could have more options? With this perk, you'll have that. With each purchase of this perk, you will find an additional perk on offer in Holy Mountains. This won't let you take more than one, but with more options it's more likely that you'll get some very good options, no? In future jumps this will also somehow apply to any opportunity to obtain divine blessings, if you're given a choice between multiple divine blessings.



## Perk Lottery -200cp

But hey, what if you really want to have even more perks? Well here you go, with this perk you get a 50% chance that any given perk you pick up in a Holy Mountain won't cause the other two (or more with the Extra Perk perk above) to disappear, allowing you to grab another. If you're lucky, you might be able to get all the perks on offer at a Holy Mountain. You can also purchase this multiple times to increase your chances, but this stacks logarithmically. Meaning, with two purchases the chance is 75%, with three it's 87.5%, and so on. In future jumps this will apply to any chances to pick between a few divine blessings, like with the Extra Perk perk. Have fun explaining that one to the gods of other worlds.



## **Eat Your Vegetables -200cp**

You should eat if you want to grow big and strong, you know? What, you aren't a child but an adult? Ah, details. This perk does give an incentive to eat a lot regardless. In short, the more full you are, the more damage you do. There's only so much you can hold in your stomach, of course, but even if you're full to bursting you can push about double damage. If you have the Iron Stomach perk below, well, you just need to keep eating for higher and higher damage boosts, albeit their increase logarithmically rather than linearly or exponentially, so you would need to fill yourself up like 10 times over to reach a x4 damage boost. But hey, just eat more. You can only purchase this perk once.



## **Iron Stomach -200cp**

You wanna eat a lot? Eat a lot then, and don't worry about getting full with this perk. It's really simple; You are no longer damaged from drinking or eating very hazardous materials like toxic sludge or lava, and there's no limit to how much your stomach can hold. Obviously this is quite nice to have with the Eat Your Vegetables perk. You can only purchase this perk once.



## **Arcane Infrastructure -200cp**

There are many interesting structures in this game. From the Holy mountains, to the portals that take you to said Holy Mountains, all the various altars scattered around like the Altar of Nullification, and more. One has to wonder how they were all built. Well wonder no more, because with this perk you'll receive knowledge on how to replicate all of the structures of this world. Of course, they generally do need specific materials, such as the various portal structures needing teleportatium or unstable teleportatium, and the floating islands likely need some magical liquid as well, but at the very least you'll be able to build them if you have access to the materials. Hopefully you'll actually include user manuals with the things you build. You can only purchase this perk once.

## **Resistance -200cp**

There are many ways to die in this world. But in a world so filled with magic, there are ways to resist damage. With this perk, you can obtain such resistances for yourself. Pick one damage type from the following list: Electricity, explosion, fire, melee, poison, radiation, projectile, and slice. With one purchase, you obtain a 25% resistance to that damage type, which stacks with any other sources of resistance to damage you may have from other perks, you can purchase this perk multiple times, either gaining more resistance to a certain damage type (50% with two purchases, 75% with three, etc), or gaining resistance to a different damage type. With enough purchases, you can be resistant to all the damage types on offer. If you buy this perk enough times to bring your resistance to a certain type of damage above 100%, said damage type will heal you instead. Try to not let this get to your head, there are still ways to die even when invincible.

## **Unlimited Spells 200/400cp**

Many spells in this world are limited, requiring you to grab a spell refresher (which can always be found in Holy Mountains) to keep using them. This can be rather annoying, as you can imagine, but it is not impossible to solve. For example, this perk is a good solution to that issue. With this, most spells are now unlimited, leaving only a limited selection of spells that still require spell refresher pickups. Check the notes for a list of spells not affected by this.

But of course, if you really don't like how some spells still aren't affected, you can purchase this perk for 400cp instead of 200cp, making all spells infinite. Of course, if you get your hands on greek letter spells, this is unnecessary, but if you don't want to go out of your way to get them, then this is a good alternative anyway. In future jumps, this will apply to any magical or technological tool you possess that has limited ammo, although you'll need the 400cp version for very specially crafted ammunition. You can only purchase this perk once.



## **More Hatred -200/400cp**

You monster. Why would you do this? Upon purchasing this perk, the world becomes more hateful and dangerous. In other words, it increases the aggression and inclination towards infighting of everything in the world. You'll find that any creature will attack anything that isn't the same as itself, such as different types of spiders attacking each other when otherwise they wouldn't. If you purchase this perk for 400cp instead of 200cp, then it's a full free-for-all and everything will attack everything else. This 400cp version of the perk also stops pheromone potions from working to charm creatures to your side. Are you happy with the warzone you turned the world into? This perk can be toggled at the start of each run or at will once the gauntlet ends, and you can only purchase this perk once.



## **All-Seeing Eyes -400cp**

As you are expected to journey deep below the earth, you will come across areas that are in complete darkness. Normally you can just avoid these or use spells to light your way, but with this perk you no longer need to worry about such a thing. In other words, you now see perfectly in the dark, as well as through fog, as if it were a clear and sunny day (even if you're underground). You can also see things out to a dozen meters away from you as if there weren't any obstacles in the way, doubtlessly helpful in tight and winding caverns. Still, please respect other people's privacy. You can only purchase this perk once.



## **Stainless Armor -400cp**

There are many magical liquids that can be helpful in this world. However, this perk provides an incentive to stay dry. What it does is give you a 50% damage reduction from any damage source as long as you aren't stained by anything. Additionally, subsequent purchases increase this logarithmically, with two purchases giving you 75% resistance, three giving you 87.5%, and so on. With enough purchases, you might be able to stand on Cursed Rock for prolonged periods of time without issue. Not to mention how well this synergizes with Repelling Cape.



## **Freeze Field -400cp**

Sometimes, you just can't avoid getting dunked into some dangerous liquid like lava or acid. This perk changes that. What it does is freezing any liquid within 3 meters of you, and also putting out any fires. While it does mean you won't be able to drink water or take baths, it also means you won't be damaged by lava or toxic sludge since they'll become solid ice. You can toggle this perk at the start of a run or at will after the gauntlet ends.



## **Projectile Eater -400cp**

Getting shot from behind is quite a nuisance, since you rarely see it coming. But hey, with this perk you won't need to worry about it too much. With this perk you emanate a red field in the opposite direction that you're aiming with a weapon or wand (or looking towards if you aren't holding a weapon or wand), which erases any projectiles that fly through it. This also applies to static projectiles, which can be useful to get rid of those in a pinch, particularly to prevent them from exploding since erasing them this way doesn't detonate them. You can toggle this perk at the start of each run or at will once the gauntlet ends.



## **Peace With Gods -400cp**

You can piss off the gods, but maybe you'd like to make amends? This perk is for you then. One of the more direct effects is that destroying the Holy Mountains around the world no longer angers the gods. Additionally, the Stevarit found in the Tower will help you instead of trying to kill you. In future jumps you'll always start off on friendly terms with any divine being, and you'll also find that they are quite tolerant of your nonsense too. You can only purchase this perk once.



## **Worm Attractor -400cp**

Sure, worms can be annoying, but you know a good thing they have? They have a chance to drop Max Health pickups. So hey, if you want to farm worms to collect large amounts of Max Health pickups, this perk is for you. In short, you're a magnet for worms, and they regularly spawn in your general vicinity even if they really shouldn't. Without the Peace With Gods perk, you'll be pissing off the gods a lot with the worms spawning in and destroying Holy Mountains as they burrow around. But it's all worth it for the constant stream of Max Health pickups if you actually go kill the worms, no? You can only purchase this perk once, and you can toggle it at the start of a run or at will once the gauntlet ends.



## **Fire Immunity -400/600cp**

There's little to really say about this. With this perk, you're immune to fire. That said, you aren't immune to lava and other sources of absurd levels of heat well beyond normal fire. Why doesn't it? It's magic, don't question it. You can purchase this perk for 600cp instead of 400cp if you want your immunity to extend to lava and magical fire and so on as well, though. Also, you can choose whether or not you bleed oil. You can toggle both parts of this perk at the start of a run, or at will when the gauntlet ends.



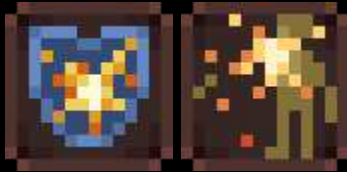
## **Toxic Immunity -400/600cp**

Not quite as simple as it might seem. You are immune to toxic things, of course, like toxic sludge, radiation, magical toxic gold, and so on. You aren't immune to things like acid or poison without buying this perk for 600cp instead of 400cp though. How the hell does the distinction work? Who knows, it's magic. You can only purchase this perk once, and you can toggle it at the start of a run or at will once the gauntlet ends.



## **Explosion Immunity -600cp**

Now here's some good stuff. You are now immune to explosions, and shockwaves or however explosions work, even if they're magic. If it's a fiery explosion or something it won't protect you from the fire part, just the explosive damage, and the same goes for electrical explosions. You can also choose whether things explode when they die, although exploding corpses are definitely going to make a mess out of the world so choose that carefully. You can only purchase this perk once, and you can toggle it at the start of a run or at will once the gauntlet ends.



## **Melee Immunity -600cp**

Well then. What is melee you may ask? Think of it like this, if it's a melee attack, like getting punched or scratched or bitten or the like, then this perk makes you immune to it, even if technically speaking such things deal damage to you in the same way that a rock falling on you deals damage, which this perk wouldn't protect you from. Slicing damage, such as from sawblade spells, does mercifully count as melee for the immunity of this perk. A lot of enemies in this world are harmless to you, now that you have this perk. You can only purchase this perk once, and you can toggle it at the start of a run or at will once the gauntlet ends.



## Electricity Immunity -600cp

This one isn't as weird as the other immunity perks thankfully. You're immune to electricity, lightning, thunder, etc, and being hit with it doesn't stun you either. That said, most electric attacks/spells in this world also explode, so watch out for that. You can also optionally passively electrify everything around you such as liquids or metals, even if they normally wouldn't conduct electricity like that (it's magic, don't question it). This also causes explosives hit with your passive electrification to explode, and counts as a trick kill if an enemy dies from it. You can only purchase this perk once, and you can toggle it at the start of a run or at will once the gauntlet ends.



## Tinker With Wands Everywhere -600cp

Well then. Here we have arrived at perhaps the indisputably best perk in this entire world. What it does is rather simple; it allows you to tinker with wands anywhere, not just within the Holy Mountains. The value of this is indescribable, as it allows you to modify the spells in your wands whenever you want, so you won't be forced to carry a wand with you solely for the purpose of taking some spells from it and then throwing it away. Essentially, you get to carry one of the two biggest benefits of the Holy Mountains with you (the other being perks of course). In future jumps, you'll find that you're incredibly gifted at modifying magical weaponry in general as well. You can only purchase this perk once.



# Items

Aside from perks, you can also purchase some items to have at the start of each run here. You have 1 discount for 100cp items, 4 discounts for the 200cp items, 2 discounts for the 400cp items, and 1 discount for 600cp items.

## Starting Kit -0cp

Every time you start a run you will have two basic wands. One of the wands will be mainly for attacking, having capacity for two spells and already coming equipped with one of four types of spells; spark bolt, bouncing burst, spitter bolt, and energy sphere. Somewhat weak, but decent for starting out. The other wand will only carry one spell, albeit an explosive one, whether bomb, unstable crystal, magic missile, or dynamite. As a freebie, you may choose what combination of spells you want for your wands. You will also always start with a flask of water. Try not to lose it.

## Map -0cp

This world is large and full of secrets. So, rather than having to map everything out, you can optionally grab this map. It's made of paper and shows you the relative locations of all the biomes in this world, as well as your starting location. Try not to get lost. Oh, and you'll just get another map at the start of a run if you somehow lose it. Remember to keep track of where you are.

## Acceleratium Potion -100cp

As you can imagine, this particular potion makes you accelerate. Whether you drink it or pour it on your body, it will increase your movement speed by about 80%. A single big gulp from the flask gives you the effect for about 20 seconds, and drinking the whole flask in one go will give you the effect for 200 seconds. You'll find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one every month after the gauntlet ends.



### **Levitatium Potion -100cp**

Well. This is essentially the same as Acceleratium, except instead of horizontal movement, this one speeds up your vertical movement (not including falling). Also it boosts your speed by about 75% rather than 80%. A single big gulp from the flask gives you the effect for about 20 seconds, and drinking the whole flask in one go will give you the effect for 200 seconds. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



### **Invisibilium Potion -100cp**

This potion makes you invisible, as you might imagine. Curiously, this invisibility works the same as with the Invisibility perk, although of course it is not permanent like the perk is. A single big gulp from the flask gives you the effect for about 20 seconds, and drinking the whole flask in one go will give you the effect for 200 seconds. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



### **Fungal Shifting -100cp**

What you have here is a pouch full of mushrooms. Why would something like this ever be worth so much cp? Well, that's because of a little secret called Fungal Reality Shift. See, when you consume enough mushrooms, your hallucinogenic high will end prematurely and the world will change. Change how exactly? Well, one random material will transform into one other random material. This chance is omnipresent and exhaustive, so even magical effects that produce the materials affected will change to match, and the name of one of the affected materials will appear in your mind, giving you a hint as to what happened.

For example, if water shifts to poison, even the waterstones you can have will start drenching people in poison instead of normal water. As you can tell by this example, Fungal Reality Shifting is more likely to cause worldwide catastrophe more than it is likely to benefit you in any conceivable way. It is quite entertaining though, isn't it? There's also some complicated mechanics behind this that means that a single material being shifted repeatedly might result in bizarre results like some of its properties not shifting properly, but if you've reached that point then you likely have bigger problems, such as how the rest of the world reacts to the sudden universal change.

Even better, if you're holding a flask or pouch full of some material, there'll be a 75% chance that said material will be affected by the reality shift, either said material shifting into something else or some other random material shifting into it. Also, once a Fungal Reality Shift occurs, it won't happen again for 5 minutes. Don't worry though, as your mushroom pouch has just enough fungus to cause the shift after you eat it all, and it'll replenish just in time to perform another shift. Mercifully, you can only shift the world 20 times. Trying to do so again will reset everything to what it once was, before the Fungal Reality Shifts started. Which means you can do the shifts all over again, this time with different random results! Please be responsible with this.

## **Instrumental -200cp**

Well then. These aren't exactly wands either, but hey, you can do magic with them, so who cares? Here you have a couple of musical "wands", a kantele and a flute. They have so little mana that you can't really do anything but play music with them. That said, if you play certain notes in a certain order, you will find that you can perform a bit of magic. Unlike the ones found in this world, you don't need the musical note spells to play these "wands", and the musical curiosities will be usable more than once if played through these. You will find these "wands" close to you when you start a run. Check the notes for the musical curiosities they let you pull off.



## **Berserkium Potion -200cp**

This particular potion isn't quite as straightforward compared to the potions above. What it does is double both your damage and the radius of any explosives you detonate. It also makes you go berserk, as you might imagine, attacking anyone in your vicinity. Be careful. A single big gulp from the flask gives you the effect for about 20 seconds, and drinking the whole flask in one go will give you the effect for 200 seconds. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



## **Concentrated Mana Potion -200cp**

Now this is a fun potion. Drinking or being stained with this magical liquid massively increases the rate at which you regenerate mana, roughly 4 times as much. It does dry off quickly, though, so it's best to ingest it. Do remember that when combined with water, it converts the water to more concentrated mana. Dumping even a little bit of this into a body of water will quickly see all the water converted to concentrated mana, killing any sea life that may have been minding its own business. Please don't dump this flask into the ocean. Also, it transmutes any metal it comes into contact with into steam, eating straight through it rather quickly. A single big gulp from the flask gives you the effect for about 20 seconds, and drinking the whole flask in one go will give you the effect for 200 seconds. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



## **Thunderstone -200cp**

A rock holding the elemental power of air. While holding it in your hands, it will not only make you immune to electricity, but it will also give off regular electric bursts, electrifying any nearby conductive materials like water or metal. It will also make the thunder mages around the world not attack you. Be careful when storing it, as not holding it in your hands removes the electric immunity immediately. You will find as many thunderstones as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. What use would you have for so many of them anyway?



## **Brimstone -200cp**

A rock holding the elemental power of fire. When holding this in your hands, you are immune to fire (like the 400cp version of the Fire Immunity perk), and also sets things around you on fire, although not yourself. And while it doesn't douse you, it does make being on fire harmless thanks to the fire immunity (remember to douse yourself before you stop holding it though). Another interesting trait of this is that it instantly evaporates any liquids capable of evaporating on contact, making it rather easy to get rid of large bodies of water. Don't drop the stone into slime though, because that will destroy it. Also, fire mages found around this world won't attack you when you hold this stone. You will find as many brimstones as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. What use would you have for so many of them anyway?



## **Water Stone -200cp**

A rock holding the elemental power of water. Holding it in your hands completely drenches you as if you had just taken a swim for a few hours (as well as anything in a 10 meter radius), and also removes your need for breathing, allowing you to swim to your heart's content as long as you hold it. Thanks to being drenched by it, you basically can't be set on fire, and it does quench any fires within range too, even cooling lava into solid rock if you get close to it. You will find as many water stones as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. What use would you have for so many of them anyway?



## **Poopstone -200cp**

What a horrid thing. Why would you want this? A rock holding the elemental power of... poop? When holding it, it poisons you and causes you to vomit uncontrollably. It also transmutes any liquids in a 10 meter radius around you into excrement. Even when dropped, it slowly generates more excrement around itself. Not to mention it smells horrible. Even the great Three-Eyed one would vomit if this thing was held close to it. You will find as many poop stones as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. Why? For what purpose would you want this?



### **Kuu Moon -200cp**

A tiny celestial object (around the size of a football) with a surprisingly strong gravitational pull. It also falls slowly, perhaps due to its gravity. In essence, it pulls in any object within 20 meters of it. Strangely, this doesn't seem to affect living creatures or autonomous machinery like robots. You could use it to move many objects around or perhaps fish out gold nuggets from pools of hazardous liquid like toxic sludge. Be careful around explosives. You will find as many kuu moons as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. What use would you have for so many of them anyway?



### **Beamstone -200cp**

Depicting a celestial beam on it, this green rock has one quite unique function; when dropped on the ground and kicked, it will dissipate to leave a pillar of green light in its wake around 15 meters wide. You are highly advised to move out of the way when this happens, as a second later everything in the green pillar and above it will be destroyed. What is this useful for? Why, for making a tunnel back to the surface of course. It'll drill straight through any solid material, even Extremely Dense Rock and Cursed Rock. You will find as many beamstones as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. You probably don't need too many of them, though.



## Runestones -200cp

These stones are engraved with special runes on them, conferring magical effects. They mainly affect projectiles in a 20 meter radius, albeit two of them affect liquids instead. This effect can be activated or deactivated with a solid hit, so kicking or throwing the stones would do it. With this purchase, you can choose one type of runestone to buy. Want other runestones? Just purchase this item again. Your choices are; the Runestone of Emptiness, which erases projectiles, the Runestone of Fire, which turns projectiles into fireballs, the Runestone of Light, which turns projectiles into concentrated light (like the spell), the Runestone of Edges, which turns projectiles into small sawblade discs, the Runestone of Weight, which slows down projectiles to nearly a standstill, the Runestone of Magma, which converts any liquids into lava, and finally the Runestone of Metal, which converts any metal to liquid poison (which looks purple). You will find as many runestones as you purchased of the variants you purchased close to you at the start of runs, and will receive one of each variant you purchased monthly once the gauntlet ends.



## Kammi -200cp

There are many useful magical items in this world. But sometimes you just want to sit back and relax for a bit, no? Well this here will help you. Just throw it on the ground, stand within the glowing aura it generates, and shortly after you will find yourself within a small and cozy hut. It has a bed, some basic furniture, an explosive crate on top of the table, and a few healing bolts, picking up all of which will mostly heal your wounds, although it won't be enough to completely heal you. You'll notice that there's no door or windows in the hut. Well, that's what the explosive crate is for. Just stand on the other side of the hut and shoot the crate, and it will blow upon the wall, opening a hole for you to leave through. You'll also notice that the hut is hidden in a small mound of soil, although that may not be too useful in most places. Quite nice, isn't it? You will find as many kammi as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends.



## **Altar of Nullification -200cp**

Hidden deep beneath the desert, below the fungal caverns, in the depths of the sand cave, lies the Altar of Nullification. A floating platform with three large basins on it, and alchemical symbols next to each basin, this altar is meant to remove any perks you've obtained from the Holy Mountains. If you have some knowledge of alchemic lore, you'll realize that the symbols indicate blood, whiskey, and silver respectively. When each basin is filled with its respective material, you'll find all your perks obtained through the run leave you and appear in an arc formation over the altar. From there, you can simply take the perks you want again. This is quite useful for getting rid of perks you might not want anymore.

Of course, if you purchase it here, you will not only have another Altar of Nullification close to the location you start in, but it will also "store" any perks you had when you use it. Then, once the gauntlet ends, you need merely activate it again, and it will show all the perks you "stored", in case you want to have them again, or you want to give them to someone else. In future jumps, this will also work similarly with any divine blessing you possess, and it'll be either within your warehouse or anywhere in the world you wish to leave it. If you want to use it more than once, just clean out the basins and fill them with blood, whiskey, and silver again.

## **Chaingun -200cp**

Wait a minute. Isn't this a fantasy world? Well, there's robots and hiisi using technology, so I suppose it's not entirely out of the question for something like this to exist. This "wand" is a minigun. It shoots bullets like an always cast spell in actual wands, meaning it has infinite ammo. Every time it shoots, it spits out a bit of brass from behind, and shooting it for a few seconds can lead to a small pile of brass forming behind you. It's rather straightforward, no? Oh, you can also attach up to two spells to it, in case you want it to shoot something other than just bullets, or you want to magically modify the bullets it shoots. You will find this "wand" close to you when you start a run. Have fun I guess?



## **Polymorphine Potion -200/400cp**

Ah, now here is something truly dangerous. Polymorphine, perhaps the single most dangerous material in the whole world. With this purchase you get a flask full of it. What does it do? Simple, anything that it stains (IE, anything that touches it) will be transformed into a harmless sheep for about 10 seconds. They may sometimes be sheep with bat-like or insect-like wings. Whatever the case, when transformed into a sheep, the poor victim will have no resistance to any kind of damage, and will be very frail besides. Needless to say, you should be very careful when handling it.

If you feel this isn't interesting enough, you may purchase this item for 400cp instead of 200cp, which means you get a flask of Chaotic Polymorphine instead. This variant transforms you into a random non-divine creature that exists in the world. Whether that's a hiisi, a spider, a demon, a crystal, a ghost, or whatever else, it lasts as long as regular Polymorphine. Thankfully you keep your mind while transformed, albeit it might feel weird to be something else for a while.

Oh, and be even more careful with Chaotic Polymorphine, as after 85 transformations with this, it starts to have a chance to be permanent, rising with each subsequent transformation. Thankfully this resets every run (and jump in future jumps), and every time you die as well. Needless to say, you could easily accidentally kill yourself with this. But hey, it's similarly deadly to everything else too, so maybe you'll use it anyway? You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



## Evil Eye -400cp

Ah, Paha Silmä, the Evil Eye. The malevolent glare of this eye-shaped artifact is quite useful, you know. It constantly emits a red plasma beam from its pupil, which can be used to destroy soft materials like wood or dirt, or liquids such as lava, as well as extinguishing fires. But that's the least of its two uses. The other is that it reveals the unseen. Invisible platforms or enemies, hidden messages and clues, as long as the Evil Eye is present nearby, anything that tries to hide will be revealed. As you can imagine, this little item is quite instrumental to some quests in this world, even if not the one the gods intend for you. You will find as many Evil Eyes as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. You probably won't need more than one though.



## Earthstone -400cp

A rock holding the elemental power of earth. Wait, so isn't it just a rock? No, it does have a very useful effect. You see, while you hold it in your hand, any solid material 10 meters away from you will be transformed into soft soil. No, not all solid materials within 10 meters, just the materials roughly 10 meters away. Don't question it, it's magic. Anyway, it also has a second effect, that being that when you kick while you have the stone on you, not just holding it in your hand, or when you kick the stone itself, it'll cause a small "earthquake" and shatter any solid material in a 10 meter radius. Be careful with the debris. You will find as many earthstones as you purchased close to you at the start of runs, and will receive one monthly once the gauntlet ends. What use would you have for so many of them anyway?



## **Pheromone Potion -400cp**

Well, this is a rather interesting potion you have here. This sparkling red liquid doesn't seem to do anything to you, but you'll find that when you stain someone with it, they'll be charmed into joining your side, complete with outlines of red hearts constantly emanating off of them. This can be used to bring enemies to your side, obviously, such as hiisi healers. This also has a second use; dunking empty wands into a pool of pheromone will transmute that wand into gold, serving as a decent source of some money if you have a lot of wands (or a way to get endless amounts of wands). It's rather finicky though, so you might need to form a large pool and throw the empty wands a few times to get it to work. The amount of gold you get depends on how powerful the wand is, of course.

If the wand isn't empty, though, it'll become a possessed flying wand, automatically following you and shooting at any enemies nearby. If it is damaged too much it'll return to being a normal wand though. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



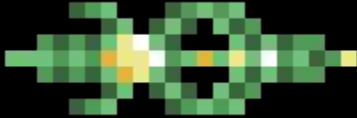
## **Lively Concoction Potion -400cp**

Healing is rare and incredibly valuable in this world. There are ways to obtain infinite healing, of course, but few of them are straightforward, and the only common ones are the health restorations in Holy Mountains, and healer hiisi which need pheromone to bring to your side to make them heal you. This potion is another source of healing. It's quite simple, just drink some of it or stain yourself with it, and your wounds will swiftly heal. As it dries off quite quickly, it's a better idea to make a small pool of it and lie in it to benefit from the regeneration. The liquid doesn't last more than 15 or 20 seconds outside of a flask though, so don't use it lightly. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



## **Wand Of Swiftness -400cp**

One of the special wands that can be found at the top of the Tower, the Wand of Swiftness is an incredibly powerful wand that can cast spells very quickly. It can hold 19 spells, and has some of the best stats a wand can have (without upgrading them in Holy Mountains). It only comes with a simple magic bolt spell to start, but it's certainly going to be quite helpful for you throughout your runs. You will find this wand close to you when you start a run.



## **Wand of Destruction -400cp**

Now this is just excessive. This is another of the special wands that can be found at the top of the Tower. It not only has some of the best stats a wand can have (without upgrading them in Holy Mountains), but it also has a 38 second reduction in cast delay. It also comes with a nuke spell as an always cast spell, meaning you can cast nukes several times a second, when normally you'd have to wait a while before you could cast them again. It can hold an additional 25 spells too. Needless to say, this is a weapon of mass destruction that can very easily result in your death if you use it carelessly. You will find this wand close to you when you start a run.



## **Wand of Multitudes -400cp**

The final of the three special wands that can be found at the top of the Tower. Aside from having some of the best stats a wand can have (without upgrading them in Holy Mountains), it also has the gimmick of casting all 26 spells it can hold. To begin with it comes with 7 meteor spells, quite powerful and deadly, to both your enemies and yourself. Try not to cast this in small corridors. You will find this wand close to you when you start a run.



## **Holy Mountain -400cp**

Holy Mountains are where you're supposed to edit your wands, and it's also where you can always find a full health restoration, a spell refresher, a shop for a few spells or wands, and allowed a choice between a few perks. But there likely aren't any Holy Mountains in future worlds you will go to, right? Well with this purchase you can bring one with you. You will find it next to where you start, and in future jumps you can choose whether to leave it within your warehouse or place it somewhere in the world (as well as whether there will be portals somewhere that teleport people there). This Holy Mountain, unlike the rest, will replenish its shop with a different assortment of spells and wands every month, and will allow you to grab a perk monthly as well. The perk rerolling machine even resets its prices every year. Obviously, the main benefit, aside from being a source of healing, spell refreshers, perks, wands, and spells, is having a place where you can edit wands, even if you don't have the Tinker With Wands Everywhere perk. Try not to bust it too much, as it will only be repaired once per decade or jump, whichever is shorter

## **Ambrosia Potion -600cp**

Ah, ambrosia, the drink of the gods. Stain yourself with some of this and you will be immune to all forms of damage until it dries off (which it does rather quickly). Don't drink it though, it'll only give you indigestion and cause you to vomit. This potion makes going to parallel worlds easier of course, and it's very useful for avoiding massive amounts of damage in general. Do note that it doesn't stop knockback, so while you'll be intact, a sufficiently powerful attack can still knock you flying. You will find as many flasks as you've purchased somewhere close to you at the start of every run, and will get one monthly after the gauntlet ends.



## **Custom Wands -100/200/400/600cp**

The sheer level of variety in wands and spells to be found in this world beggars the mind. So rather than offer each option individually, here you have a blanket option to customize your own wands. How this works is that each purchase will allow you one wand and a certain number of spells in said wand. They'll be non-shuffle ones for the sake of your sanity, and while the order of the spells imbued in the wand matters for the purpose of modifier spells, if you're not too familiar with the whole system you don't have to worry about it too much.

For 100cp you can get a wand at tiers 1 or 2, and can choose up to 5 tier 0, 1, and 2 spells for it to start with. For 200cp you can get a wand at tiers 3 or 4, and can choose up to 10 spells between tiers 0 or 4 for the wand to start with. For 400cp your wand can be of tiers 5 or 6, and can have up to 18 spells from tier 0 to tier 6 to start with. And finally, for 600cp, you can get a wand at tiers 7 or 10, and can start with up to 26 spells of any tier. Tiers 8 and 9 don't exist in case you're wondering about that. Why? It's magic, don't question it.

Obviously this item is mainly meant to be used if you know what you are doing. If you don't, well, the Noita wiki exists if you're willing to do some research. Have fun, and try not to kill yourself with your wands.

# Companions

## Noita Together -100cp

Do you have friends you want to take into this world with you? Firstly, you monster, how could you? Secondly, this is the option for you. Each of your Companions will get their own world they can perform runs on and you can all communicate through the Community perk, but you can also all agree to do a run together, doubtlessly resulting in more chaos as more than one Noita is now running around. For just 100cp you can import all of your Companions if you want. They can all take Curses and start with no budget, just like you. Perhaps you'll try to tackle the Quests together? Hopefully it won't devolve into senseless friendly fire.

## Hämis 🍷 -100cp

This here is a small pet spider, with purple color and green eyes. It has only three eyes though. Thinking about it, the spiders of this world look more like blobs with varying numbers of legs than anything called a spider from your world. Still, it's small and probably cute. It'll try to follow and help you against enemies, although it's not very strong. It loves being petted, in fact it loves it so much there's a small chance of it exploding violently with the force of a stick of dynamite every time you pet it. Don't worry, it'll just appear somewhere close to you 5 seconds after it dies, so you can keep petting it anyway. Maybe you'll try to find out what its diet is so you can feed it?

## Quests

While you do have a task in this world, there are many other quests you can complete here. Most of them are variations of your task. If you willingly embark on some of them, you might even get some cp, relative to the level of difficulty of completing the Quest. Here's the list of your options, you can choose to willingly accept as many as you wish. Do note that if you choose to embark on these Quests, you cannot leave the gauntlet until you complete them.

### Complete The Work

Grants 0cp

This one is just your intended path. Descend down through the Mines, Coal Pits, Snowy Depths, Hiisi Base, Underground Jungle, Vault, And Temple of the Art, to finally arrive at the Laboratory, kill Kolmisilmä, and take the Sampo to The Work room, completing the Work and turning everything in the world into gold. Including you.

As a reward, you may end the gauntlet whenever you achieve this “win”, in case you don't want to spend 10 whole years doing runs in this world. As an additional reward, you'll be able to turn yourself into gold at will. As gold is not alive, this instantly and unavoidably kills you. Why would you turn yourself into gold? Well, maybe that's the lesson the gods are trying to teach you.

### Toxic Ritual

Grants 0cp

There is an alternative to turning the whole world into gold. Rather than jumping into the red portal that appears once the Three-Eyed one is dead, you can go back up to the surface (through whatever means you want), climb the Mountain you started next to, and fly up to the Mountain Altar that hovers a few dozen meters above its peak. Then, you need merely offer the Sampo to the gods on the altar, and the whole world will become green toxic gold. You won't die yourself, so you can grab the gold if you really want it. If you want to continue, you can just start a new run, or kill yourself by touching the toxic gold the entire world is now made out of until you die.

As a reward for completing this quest, you can end your time in this gauntlet early if you wish, just like with the normal ending of completing the Work. You also get rewarded with the ability to perform more runs in this world in future jumps. Just decide to do so, and you will find yourself back in this world, lacking in power as you were during the gauntlet, and you will return to your jump when you die or achieve a win, still in possession of the wands, items, and spells you had on you when you finished the run. If you want to keep the perks though, you'll have to use the Altar of Nullification item you can buy in this gauntlet. Time still passes though, so don't get too absorbed in these runs.

## Pure Intentions

Grants 200cp

Now we're getting somewhere. If you bothered exploring at all, you'll realize that scattered around the world are various blue orbs, some of which have spells that you unlock for future runs in them, and most of which have Max Health pickups (the ones that unlock spells will also have Max Health pickups once you grab them once). These are the Orbs Of True Knowledge. This quest involved journeying all over the world to collect all 11 orbs.

Then, you must simply grab the Sampo, which 11 orbs' worth of True Knowledge will let you realize it's actually called the Philosopher's Stone, and offer it to the gods at the Mountain Altar. This will complete the Work without turning you into gold, and without turning the world into toxic gold. You also have unlimited money in your stored value from the Murderous Salary perk, so that's nice. To continue, simply kill yourself or start a new run.

As a reward, you can end your time in this gauntlet early, as with the Completing The Work Quest. Additionally, once the gauntlet ends, you get to keep the infinite money reward. Use it however you wish. And finally, after the Gauntlet ends, you'll become immune to the Touch Of Gold spell, which you will be able to cast at will without needing a wand, letting you turn whatever you want into gold. You already have infinite money though, so why would you bother?

# Peace At Last

Grants 400cp

But maybe you aren't satisfied with such endings? After all, if you know anything about Finnish mythology, you'll know the Sampo was meant to bring peace and prosperity to the whole world, not turn it all into gold, killing everyone as a consequence. If you want to obtain what some might call the *true* ending, you must not only collect all 11 orbs in the world, but you must also journey to parallel worlds to obtain the additional 22 orbs of Corrupted Knowledge from there.

But then you will realize that two orbs are missing. In both the East and West parallel worlds, the orbs corresponding to the Orb of True Knowledge in the lava lake are nowhere to be found. To actually complete this Quest, you must enter New Game Plus. How do you do this? Collect between 5 and 10 orbs, and offer the Sampo to the gods at the Mountain Altar. A day will quickly pass within seconds before your eyes, you will briefly lose consciousness, and you will find yourself in a restored, changed version of this world. Now, you can collect all 33 orbs, which are now found in random locations rather than in the same ones they always spawn in during normal runs.

Once you've collected all 33 orbs, you must grab the Sampo, which 33 orb's worth of True Knowledge will let you realize it's actually called True Knowledge, and offer it to the gods at the Mountain Altar. Then, you will see a day pass by before your eyes in seconds, you will briefly lose consciousness, and you will wake up to a fully restored world, now at peace. No creature or machinery will attack you anymore, and you are free to explore if you want.

You have a few rewards for accomplishing this. First, a golden necklace, signifying your wisdom and kindness towards the world. And secondly, any further worlds you visit will become completely peaceful, with all conflict being reduced to civilized discussion at worst. A worthy reward for having wisdom and selflessness in equal measure, perhaps. If you are feeling monstrous for whatever reason, you may choose to not bring this peace with you to future worlds, albeit you can undo this decision at will if you wish.

# Amulet Of Yendor

Grants 600cp

But there is one more ending you can obtain. One more challenge you can yet surmount. You see, there are 33 orbs of True Knowledge in this world (22 of them are technically Corrupted Knowledge but that's neither here nor there). However, it is possible to obtain one more. Obtaining it is perhaps the hardest of all the other orbs in this world and in its parallel worlds. First, you must obtain the End of Everything spell. Then, you must find a specific, very exact location in the world, and you must cast the spell there. You must remain in that exact place even as pandemonium rages around you. If you manage to weather the storm of cataclysmic magical effects, you will find a certain Great Chest spawning, which when opened will reveal the final, 34th orb of True Knowledge. Whether you do this before or after you collect the other 33 orbs does not matter.

So, with your 34 orbs, you must grab the Sampo, which 34 orbs' worth of True Knowledge will let you realize is actually called the Amulet of Yendor, and offer it to the gods at the Mountain Altar. You will find that the world will be transformed in much the same way as with the Peace At Last Quest. But there is a difference, of course. You will obtain infinite health, in other worlds, you'll become truly immortal and unkillable, and you will become immune to transformative effects such as Polymorphine and its variants.

But there is one last thing you must do to complete this quest. One last challenge to surmount before you are allowed to keep your immortality beyond this gauntlet and the run you obtained it in. You must kill yourself. You must find a way around your own invincibility and invulnerability and die. If you can't find a way to do so? Well, you won't be able to leave the gauntlet until you give up the possible rewards of this Quest and start a new run without finishing this Quest. You can rest assured that there is indeed a way to accomplish this final goal, but you will have to find it yourself.

If you found how you could die and then did so, then congratulations. Your rewards are a gold amulet with a shining ruby on it, to symbolize your achievement, as well as your immunity and immortality.

# Uusi Aurinko

Grants 400cp

There is one last Quest you can embark upon. One unrelated to the Work. After all, the Work may be the greatest alchemical work, but there are other legendary works as well. The quest to create new twin suns is one of them, and the one you must perform to complete this Quest.

You must venture into the depths of the Snowy Chasm with the Evil Eye, slay the Forgotten One dwelling deep within, and take the sun seed to the peak of the desert pyramid. Then, you must expose the now red sun seed to immense explosive force, either six normal explosions in less than a second, or perhaps something like a nuke, allowing it to germinate into a nascent celestial body. From there, bathe it in the blood of a hundred creatures, and bring all four elemental stones to it. Now you truly have a new sun.

But it is not enough to create it, no. It must be in its proper place for it to truly grow into what it is meant to be. You must bring your new sun up to the moon in the heavenly Work (or perhaps create it up there to begin with), and make it take the place of the moon. Finally the old are devoured for the new to take their place, and half of your Quest is done. What is the other half? Doing it again, of course.

But this second sun must be slightly different. While you are feeding it the stones of the four elements, you must include a fifth: the poopstone, a corruptive element that causes the new sun to be marred black. This new Dark Sun must be brought down below to the Dark Moon in the deep depths of the hellish Work (or perhaps created down there to begin with), where it must devour the Dark Moon and take its place.

Once this is done, the world will finally be at balance again, and your Quest will be complete. Your reward? First, a golden crown on your head, to symbolize your contribution to the balance of the world. Secondly, once the gauntlet ends, you will have the ability to conjure all the ingredients required for the ritual; a sun seed, a place filled with sunlight, a bomb powerful enough to hatch the seed, enough flasks of fresh blood to feed the nascent celestial body, and the array of elemental stones needed to mature it. And finally, you will be immune to the damage dealt by the new stars you create, and will be able to command their movement by whistling in their vicinity. Perhaps you will fill other worlds with suns of your own making.

# Keys Without Voices

Grants 200cp

There are many great Works, the greatest of which you know by now, that being completing the Work and creating the twin suns. But there are lesser quests in this world that nonetheless do offer minor rewards. This Quest revolves around opening two chests, one in the eastern Cloudscape, and one next to the hellish Work beneath the world. First you must obtain the key from the High Alchemist who hides in the deepest part of the Ancient Laboratory. Then, you must give the key a voice, playing it music from four music boxes around the world. Once the key has a voice, it can be used to open the light chest in the eastern cloudscape, unlocking Divide By spell modifiers for future runs. If you want to open the dark chest though, you'll need to play a certain tune to the key yourself. Once you've done that you can open the dark chest, unlocking the Spells To spells for future runs.

What do you gain as reward for this Quest? Well, the spells unlocking of course, as well as the cp you obtained from accepting the quest at all. Quite quaint, but journeying across the world can be considered a noteworthy achievement nonetheless.

# FRIENDSHIP OR AVARICE

Grants 200cp

Hidden at the top of the Tower is a great rhombus of bricks made of solid diamond. This Quest entails unlocking all four of its secrets. It is worth noting that each secret must be unlocked in different runs, as you can only unlock one each run. First, simply entering it alone gives you a burst of air spell, practically nothing. Second, you must obtain the Curse Of Greed within the great Tree next to where you start, and enter the diamond with it. While it won't lift the Curse, it will unlock the Divide By 10 spell. The next couple of secrets require finding the Friend Room. If you have the Spatial Awareness perk, you'll be able to easily find it. From there you must bring with you either the small or large green creatures over to the Avarice Diamond, and enter the diamond together. If you brought the small creature, you unlock the Giga Nuke spell. If you brought the large creature, you unlock the Giga Holy Bomb spell. In either case the Avarice Diamond also detonates a nuke on you, so be prepared to deal with the explosion, unless you don't mind dying. Your reward? Well, is friendship itself not a good reward?

# Opening The Egg

Grants 200cp

As you are likely noticing by now, all of these Quests require you to trek all over the world, and usually through dangerous areas. This Quest is no different. What you must do is gather the four elemental essences; The essence of Earth in the eastern wall of the world, the essence of air in the western Cloudscape, the essence of fire beneath the island of the western lake, and finally the essence of water next to the hellish Work beneath the world. Then, while the essences within you cause chaos around you as you constantly explode with their respective elements, you must make your way to the top of the heavenly Work, to the moon, and dig your way to its center. Then the moon will transform into void liquid, which will promptly fall down to and through the earth. You must also do the same in another run, except you must also bring the essence of Spirits, whereupon the moon will turn into Whiskey instead of Void Liquid.

And finally, You must obtain a Refreshing gourd from the western Cloudscape, go down to the Laboratory and throw it at Kolmisilmä. Please ignore how its shape changes to resemble the gourd and its color turns green, it's purely aesthetic. Then you must grab the four main elemental essences (the Essence of Spirits is not required) and journey up to the moon again, and dig through it to enter its core, whereupon it will transform into healthium, a variant of Lively Concoction which does not dissipate after 15 seconds, and it will also drop all Touch Of spells, in case you wish to use them. What is your reward for this? Perhaps bragging rights.

## **Ending Choice**

So, you've spent 10 years in this world, or finished one of the Quests that let you finish early. There's one last choice now. Pick one of the three.

### **New Game++**

If you've grown attached to this world, you may choose to stay. Your chain will end and you will be returned everything taken away from you during the course of the gauntlet. Maybe you'll bring in massive OCP to reshape this world to your will, or you'll enjoy the peace from the end of the Amulet of Yendor quest?

### **A Well Deserved Rest**

If you feel that you've had quite enough, you may choose to return to your original world. You are of course returned everything taken away from you during the course of the gauntlet. How will you use the magic of this world in your own?

### **Parallel Worlds Upon Parallel Worlds**

And of course, what many would consider the standard option, you may simply continue your chain. Everything taken away from you during the course of this gauntlet is returned to you, and you will move on to the next jump. Safe travels, Hyppääjä.

# Notes

Hyppääjä means jumper in Finnish, in case that confused you.

A lot of the Curses/Drawbacks are based on in-game perks, the latter of which also usually grant some level of resistance to some type of damage. The Curses in this gauntlet do not give such resistances.

Whenever you finish a run, whether by dying or winning, you have a choice to “store” whatever you were carrying, such as wands, items, or spells. While you won’t actually get them back in future runs, once the gauntlet ends you’ll find all the stuff you “stored” in your warehouse or in some convenient storage for you to claim. Feel free to use this to keep wands you liked or stock up on interesting items like the elemental stones or potions.

Whenever you die, you’ll be made aware of your “stats” like in the game itself, just for fun. Also after you die, and at any time really, you can end your current run and start the next one, in case you get stuck permanently polymorphed or you fucked up casting the Cessation spell and deleted yourself forever.

>Wait, what stats?

- What you died from

- How much gold you had on death, compared to the most amount of gold you’ve ever had in a single run

- How long the run lasted for, in hours:minutes:seconds format

- How deep you went in meters

- How many biomes and places you visited that run

- How many creatures you killed, compared to the most amount of creatures you’ve ever killed in a single run

- How much maximum hp you had, compared to how much maximum hp you’ve ever had in a single run (although of course this one is abstracted in this gauntlet)

- How many items you found, compared to how many items you’ve ever found in a single run

- Total number of deaths

- Total number of wins

>Bruh the 34th orb

Normally you need to cast End of Everything, and go to a very specific location, as in pixel-perfect location, as the spell ends, to get the great chest that drops the 34th orb. However, since I'm not that cruel, in the gauntlet it'll be a bit larger, roughly a region about 5 or so meters in diameter. It'll still be immensely difficult to find, but it won't be practically impossible.

>What about breaking the reroll machine/exploiting heart mages for loads of health/using polymorphine to duplicate my perks at the Nullification Altar/\*insert cheesy fuckery here\*?

The world is meant to be broken. And you will need to break it if you want to stop it from breaking you. Have fun. Do be careful of course, or you might fuck up your run.

>Wait, does Murderous Salary/More Blood/Greed/Trick Greed/More Hatred/the exploding corpses part of Explosion Immunity affect the entire world?

Yes, have fun explaining that.

>Unlimited Spells list of spells not made unlimited by the 200cp version of the perk

- Touch Of Grass
- Sea Of Mimicium
- Touch Of Gold
- The End Of Everything
- Deadly Heal
- Black Hole (& Black Hole With Death Trigger)
- Healing Bolt
- Giga Holy Bomb
- Giga Nuke
- White Hole
- Worm Launcher
- Vacuum Bounce
- Mana To Damage
- Matter Eater
- Circle Of Vigor
- Matosade
- Meteorisade
- Giga Black Hole
- Giga White Hole

- Omega Black Hole
- Spells To Black Holes
- Spells To Death Crosses
- Spells To Magic Missiles
- Spells To Nukes
- Summon Taikasauva

>In future jumps, what tier of Unlimited Spells will I need to make X have infinite charges/casts/ammo/etc?

Fanwank responsibly.

>Instrumental? Music curiosities? What?

Have a list of the magical effects and the notes you need to play them in what order you need to play them

-D, E, A, E, D# or G#, F, E, B, D

--This spawns a giant worm nearby.

-A, D#, E, G or A, F, D, E, A2

--Summons a one-way portal to the peak of the Mountain you start at the foot of. In future jumps it will drop you somewhere near your starting location. The portal disappears when you go through it

-F, C, D, C

--Summons a bomb, it explodes after a couple seconds.

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