

Death in the Water

By TechnicalWafer

Blackwater Bay has always been surrounded in mystery and fear. For centuries, rumors have circulated around the strange and unexplainable occurrences that have plagued the waters around the old fishing village. Legends speak of sunken ruins, lost treasures, ghostly sirens, and a monstrous Kraken called Death. Local fishermen report that the sea life has become increasingly hostile with attacks from sharks and other creatures becoming more frequent. After a recent attack from which only a recording of blood-curdling screams was recovered, a team of biologists have hired you as a deep-sea diver to investigate the strange occurrences around these waters, and deal with any terrifying threats.

Your nightmare begins now.

You are reduced to your Body Mod

+0 CP

Origin

The only origin here is Diver. Your race and sex do not matter here; the ocean will try to kill you all the same.

Perks

Dive Ready (Free) This is necessary for this Gauntlet, but it definitely isn't bad outside of it. You are a skilled diver, able to go down or up as quickly as you want. This also gives you decent skill at shooting underwater weapons, as well as some experience in underwater combat.

Sound of the Wave (Free) You get to have the soundtrack of Death In The Water and Death In The Water 2 available to you. You can play it mentally or have it audible to others.

Hyper Reactive(100 CP) This allows you to move and dodge at much greater speed than before.

Darksenses (100) The abyss is incredibly dark, cold, and has high pressures that no human can survive for long. While those other two issues might not be a problem you can solve, this perk will handle the first one. This will allow you to actually see much farther in the ocean, and also lets you hear much more effectively both above and below the waves.

Wetworks (200) This gives you some basic combat skill, which would make you an expert at any marksmanship contest. It also gives you a targeting reticle you can summon at will. This will obviously be great to have down here.

Treasure Hunter (200 CP) How else were you going to pay for your trips and equipment? This doubles the amount of gold and/or valuable items available, as well as increasing your skill at

archeology and history. This will let you find valuables, and know how much they will fetch and for who you can get the best price.

Gills (300 CP) It seems that you now share a trait with the sirens that haunt these waters. You now can ignore filling the oxygen tank and gain twice as much health.

Defender of the Deep(300 CP) Wetworks is good, but it doesn't cover everything you can do. With this perk, you can use melee weapons, attack with two weapons at once, and hit twice as hard as before. This is the final combat upgrade.

Items

Slinger (Free) This speargun isn't the strongest weapon here, but it is better than one would think. It can hold 70 shots, and while its projectiles aren't the fastest, they are very accurate.

Flashbang Grenade (50 CP each) These stun enemies with obvious light and noise. Underwater, they're even more effective than on land, since the light and heat can screw with sensitive eyes and the bang can go a lot farther and with far more force. Used wisely, they can stop even Death for a moment.

Chum Grenade (50 CP each) Unlike the flashbang, this grenade spreads out chunks of fish, which will attract and distract any sharks in the area. Just don't get too close, ya know?

Kraken (100 CP) This is an underwater shotgun that fires clusters of deadly barbs at any big threat. While not the most accurate or far reaching, it is good at pushing back even a ravenous Great White.

Manta Ray (100 CP) The Manta Ray handgun is small, but it fires small explosive-tipped darts that detonate after impact, leaving gaping wounds in targets.

Hellfire (200 CP) The Hellfire is a high-pressure, rapid firing underwater minigun designed to slice down threats. With some good aim, it can take down just about anything underwater with a good volley.

Poseidon (200 CP) The Poseidon is a high-pressure sniper speargun designed for precise long-range attacks. A single shot can take out small targets instantly. Good aim could even allow you to make Death itself fear your approach...

Drawbacks

Kill Death (Required, + 0 CP) You have to find out the truth about what is going on in Blackwater Bay, and at least attempt to kill the kraken responsible. To leave this Gauntlet, you have to complete all 15 missions. This is half of the scenario.

Sluggish (+100 CP) Your mind and soul may be willing, but your body isn't. You will move at least half as slow as normal, and down in the deep sea, that can lead to a swift death.

Fool's Gold (+200 CP) It looks like either half of the treasures down there are made of pyrite, or Death somehow is controlling your supplier. No matter the cause, half of your hard-earned treasures are worthless, requiring you to either go out more or be very careful in your shopping habits.

Jittery (+200 CP) Are you sure you can do this? You seem to be very inaccurate, and are more likely to shoot yourself rather than any sea creature. This can be overcome, but time is not on your side here.

Thalassophobia (+200 CP) You are afraid of the water, and are more likely to panic and get jumped in the depths.

Siren's Song (+400 CP) The sirens that worship Death are very dangerous, as they aren't mind controlled, but serve him willingly. Combined with their skill at making spears, and they are among the deadliest threats in this ocean. With this Drawback, they also are far more abundant, will attack themselves, directing the assaults, and will come for you after the 2nd mission.

Abominations of the Abyss (+400 CP)

Oh no. I really hoped you didn't pick this one. You basically have to fight another Kraken, but this one knows what you can do and will be far more difficult to locate, nevermind to fight.

Scenario

Collect all of the items and kill the Kraken

Part of the real challenge here is Death being a lot smarter than any cephalopod, or many humans for that matter.

Reward: You have slain the Kraken and proven yourself a true diver and warrior. Your rewards are many. First is the perk **Deep Song**. This allows you to control cold-blooded animals and cause everything from headaches to strokes in warm-blooded animals (Think of comic book Aquaman's ocean telepathy but only that and nothing else). The second is that all of the extra treasure that you have collected here will be available to you. The third reward is all of the perks and items in this document being accessible at all times. Yes even if you're in Body Mod or have somehow lost Body Mod.

Notes

All enemies in game: Blacktip Reef Shark, Mako Shark, Moray Eel, Leopard Eel, Bull Shark, Sand Tiger Shark, Yellow Bellied Sea Snake, Great White Shark, Sirens

Thought this would make a good gauntlet, and there isn't much else beyond in the game.