# Enter The Gungeon

"On a distant planet in a highly secured fortress lies a legendary gun ... A gun that can kill the past. Many travel to this planet and enter said fortress, their aim to kill some regretful event in their past and change it for the better."

You awaken, sitting on a large-ish blue couch, seemingly having nodded off watching some kind of holographic projection. All around you lies The Breach, the entrance to The Gungeon, and, more immediately around you, are a group of four other gungeoneers, each with their own regretful past they desire to kill, as well as a single Gun Cultist wearing purple robes that obscure their face.

But the question is less who they are, and more who you are. Here, these should help you figure that question out:

!+1000 CP!
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# Backgrounds

## Drop Gun[Free]

No, not the thing that mobsters drop to frame someone else for crimes, but you're doing a stellar impression of one. You're dropped here with no new memories jamming your brain, but also without any real friends or past.

## Gungeoneer[100]

You've kind of made a sort of career out of running The Gungeon, partly because, since you're there, the only way out is to succeed at running it, "properly," and kill your past. Spatiotemporal anomalies and other such nonsense.

## Cultist of the Gun[100]

You're a bit weird, you know that? I mean, worshipping a gun that can kill your past isn't especially weird, because that gun is boss as heck, but why not, I don't know, use it? That is why you came here, right?

## Gundead[200]

One of the gundead that wander The Gungeon itself, you probably look like a walking bullet of one description or another, and if not, you can still, somehow, spit bullets. Whether you're carrying an actual gun that fires bullets, or you're literally made of bullets is up to you and your points.
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# Perks

## Everything You Need[100]

Well, well, looks like you're in luck. That last room dropped you an item, and, hey, I'm sure you're no stranger to that kind of luck; you always seem to get plenty of money to buy out everything you could ever want from the shop, and you're never at a shortage of health, ammo, or keys, are you? Nah. Not that it's particularly directed towards the things you need at the moment, you just get more money and consumables in general, by about half-again compared to everyone else.

## Fully-Loaded[100; F: Gungeoneer]

Ammunition is scarce within The Gungeon - scarce, but potent. The inherent magic of The Gungeon causes any ammunition that it grants you to not only completely refill your current gun's magazine, but also its entire stock of ammunition. It always drops as a mostly nondescript, vaguely floating, cubic green box with a yellow latch on one edge of its lid. And some of that magic has rubbed off on you; whenever you find generic ammunition, anywhere, it will completely restock the ammunition you're carrying for whatever weapon you're currently holding. Yes, even if it's not for the weapon you're holding. Yes, even if the weapon you're holding uses generic or universal ammunition. In addition, you have a near-supernatural sense for how much ammo you have left for any guns you're carrying, letting you know which weapon needs it without having to, y'know, count it.

## Gun Game[100]

Normally, most of the conceits of this world's game counterpart would be hand waved away; the bullets would still be visually trackable, and you'd still be able to check the Ammonomicon for a visual list of your equipment, of course, but you wouldn't have a health or armor gauge, ammo counters, visual indicators of how many keys, Blanks, or shells(The Gungeon's currency) you have, or a visual cue of how close to recharged your active item, if you have one, is. This gives you all of that, and a little extra, even. Your ability to take a hit is condensed into three hearts, each made of a pair of overlaid red bullets. Every time you get hit by a normal shot, you lose one of those red bullets, giving you a total of six hits before you die. When you pick up a health-up, your base health increases, additively, by one-third, with this perk.

## Cult of the Gun[100; F: Cultist of the Gun]

What makes The Gungeon work? Magic. Duh. But, it's a specific type of magic: Gun magic, magic that makes objects more gun-like, or that accentuates the gun-like traits of non-gun objects. Unrestrained, it can turn a gun-like non-gun object, like a mailbox, into a gun, granting it a projectile and a firing method. The Gungeon does this passively, but you know how to direct this ability and use it to your advantage, taking any kind of object, and making it into a, "gun," complete with the same perks that any gun-like object might gain. It's still fairly uncontrolled, with little if any say on your part as to what kind of weapon you get. How else do you explain, "guns," like a mailbox that fires letters and packages; a banana that fires explosive bananas; a bee hive that fires bees(duh); a camera that deals room-wide damage, knockback, and slowing; a guzheng that fires arrows when played; a pillow that fires zippers and stuns nearby enemies when reloaded; a crate that fires anvils; or a compressed air tank that fires homing sharks?

## Implacable[100; F: Gundead]

A bit hard to stop you, isn't it? Once you get started moving, even getting shot full in the face with a shotgun will only stagger you for a moment, sustained gunfire will only slow you down temporarily, and not even a rocket to the everything will prevent you from firing back. This doesn't make you immune to damage, however, it just negates the part where it makes it hard to keep fighting if you get hit, so be careful with that.

## Iron Sights[100; F: Drop Gun]

Sometimes you're not the best shot in the world. Plain enough to say, in so many words, sometimes you miss. Hopefully, with this, that'll happen significantly less often now. It seems like, no matter where you shoot, as long as you're pointing the gun in the general

direction of an enemy, even if your aim is off, the gun's usual spread will err towards whatever enemy is closest to the end of the barrel. It won't turn, or curve in mid-air to hit an opponent, and it's not always going to be a vital shot, it'll just seem like the gun's own spread caused you to get lucky and hit your opponent somewhere. Blind firing from behind cover is a somewhat viable option, now, at least.

## Hold Your Fire[200; D: Drop Gun]

No, not bullets, actual fire. Also poison. And anything else that would inflict what could be considered a, "status effect." From now on, when you would be inflicted with a status effect, instead a small bar will appear in your peripheral vision and start slowly filling up. If it ever fills completely, you're hit with the status effect as normal, but if you can get out of the area that's trying to inflict that status effect, stop being hit with the attack that's trying to cause it, or make yourself temporarily invulnerable, like with a well-timed dodge roll, it will start emptying out, granting you fairly effective protection from any type of abnormal status. The bar takes about a second to fill completely, and about two seconds to empty.

## Gun Shy[200; D: Gungeoneer/Cultist of the Gun]

Getting shot is easy. Firing yourself past bullets without getting so much as grazed is much, much harder. Usually. Not anymore, though. You gain the ability to perform a special, if fairly basic, dodge roll, during the first half of which you are literally immune to any form of attack. The second you hit the ground, of course, this immunity ends, but for the half a second you're in the air, you can't be hit. Best part? There are items that can make the part where you're in the air last longer, or even replace it with an instant blink that makes you immune to bullets during the whole period. Ladies and gentlemen, all hail the i-frames.

## Bullet Kin[200; D: Gundead]

The basic members of the Cult of the Gundead are anthropomorphic bullets called Bullet Kin, with various different types of bullet having different names, such as Shotgun Kin(shotgun-toting bullet kin) and Pinhead(anthropomorphic grenades), but they all have something in common. They fire, "bullets," more traditional, bullet hell-style bullets, typically round and red, and many of them are, not to trigger anyone's ire, not quite stock in how they're created in that they're fired from the Gundead's body instead of a gun. This lets you be, or at least pretend to be, one of those Gundead from either The Keep of the Lead Lord, The Gungeon Proper, or The Gunpowder Mines, giving you their bullet-firing patterns. See the Notes section, below, for a link to a list of members of The Cult of the Gundead, and how to figure out which ones you have access to.

## X-Ray Sights[200]

So, someone did a really good job putting this place together, but when you're having a group of people make any huge construction, they're liable to install a few rooms where they just kinda slack off, and this will help you find them. Normally, the only way to find them would be to shoot the walls with a gun from within The Gungeon itself, and hope that the bullets make cracks. Now, though, as long as you have a gun drawn and are sighting down on the wall in question, you'll see an outline on the wall of the opening that the blank will make. This can be used to find any kind of secret room, as long as it's not directly accessed through a conventional door but, sadly, it won't tell you what, exactly, is inside the room in question.

## And None of What You Don't[200]

Really? Another ammo drop as your favorite gun was about to run out of ammo? That's absurdly lucky, y'know? But it's not out of the ordinary for you, is it? You always seem to get just what you need, when you need it, and as long as you have a need for something specific, you won't get things you don't need. Out of ammo for three of your five weapons? The next couple of drops will be more likely to be ammo boxes. Running low on health? Heart bullets will drop more commonly for a few rooms. On a new floor, with no keys? You get the idea. It's no guarantee, but it's about twice as likely that you'll get what you need when you need it.

## Luck of the Scumbag[400; D: Drop Gun]

Technically, in The Gungeon, your, "luck," is measured by how cool you are, which is influenced by equipment and your ability to clear rooms without being hit, and it determines how many, and how good of, drops and items you get. However, sometimes you just can't catch a break. Maybe a shotgun kin spawns right in your face for a few rooms in a row, or you're just trying to make a run while half-asleep. Doesn't matter: You don't need to be cool to get good items and drops. You get about twice the drops that anyone else would, and unlike Everything You Need, above, this includes rooms dropping unlocked chests when completed. Do try not to fail anyway, though, hmm?

## Safety Flip[400; D: Gungeoneer]

Sometimes no amount of rolling, ducking, and dodging will let you avoid the onslaught of bullets The Gungeon can throw in your general direction. When you absolutely have to get behind cover, there are plenty of tables, coffins, and the like to flip over into the way of bullets you might want to stop. "But those things are made of wood," I hear you say, "Wood doesn't stop bullets!" Normally? You'd be exactly right. But The Gungeon operates on action movie gunfight logic, which turns even the flimsiest of materials into a completely bullet-proof barricade between you and flying, hot lead-flavored death until it's turned to dust, or would be dramatically appropriate for it to break. In The Gungeon, this is usually four to six bullets per piece of cover, and with this perk, this effect will follow you even after you leave.

## Gunjuring[400; D: Cultist of the Gun]

Separate from Gun Magic, Gunjuring, also known as Bullet Magic, starts out as a single basic trick, namely making large, if basic, shapes, circles, triangles, squares, and crosses out of individual bullets, and sending them careening at your enemies. You'll later gain access to other tricks, like catching your enemies' bullets out of the air and sending them back at them, creating a massive circle of small triangles made of three bullets and sending it flying, and even summoning bullet familiars to chase and attack your enemies. With practice, you can even mimic the bullet patterns of other enemies, though you'll have to figure out how to get from one to the next on your own, and I can guarantee that it will be a slog for anything more complicated than a very basic enemy, like a Bullet or Shotgun Kin, and a boss's attacks might take years; this is very much a case of trading ease of learning for versatility. For an undiscounted +100 CP, this also gives access to gun singing, which doubles the health of one or more allies and can even, with further practice, summon Shelletons.

## Gummy[400; D: Gundead]
The Cult of the Gundead is as prolific as it is diverse, and the deeper into The Gungeon's chambers you delve, the more of them you'll encounter. This perk gives you the bullet patterns from an enemy of your choice from the chambers known as either The Hollow or The Forge, in addition to an additional pattern from one of the prior three floors. You can even combine them together how you see fit, like creating a field of Spogre spores, which hang in the air for a while as a hazard before several fire themselves at you, that split open like Gigi eggs instead of firing normally, which create a horde of fairly accurate seeking bullets, which then explode on contact like Grenats, which are grenade bats. Or create Gigi eggs, that fly at a target and explode, like Grenats, spraying seeking Spogre spores everywhere. Or whatever; there's dozens of enemies that spawn on the five main floors.

## Tacticool[400]
Aside from actual temperature, coolness is completely subjective. But there are things that are considered objectively cool; winning a gunfight without getting hit, walking away from an explosion without looking at it, reflective sunglasses, celebrating a won gunfight with a cigarette. All pretty much objectively cool, if, in at least one case, hazardous to your health. And in The Gungeon, that coolness actually counts for stuff, namely how long reusable active items take for their cooldowns, which are fueled by shooting enemies, to finish. For you, those take about three-quarters the time they normally would, before cooldown lowering items you might buy or find. This also applies to anything else you might have that a, "cooldown," period, a period after being used that it has to recharge for before being used again.

## A Shot Through Time[600; D: Drop Gun/Gungeoneer]
Hoo-boy. So, while you're here, you're probably going to be finding yourself feeling like a target in a veritable shooting gallery, and you can add yourself to your list of aggressors. With this perk, just like the temporal mechanics of The Gungeon itself, where your future self, who has reached and used The Gun that can Shoot the Past, murders your failed timelines in one fell swoop, should you die in a future Jump, you're allowed a single extra bit of wiggle room. A bit of oversight, if you will, as a future version of yourself assassinates the timeline where you failed and died, scant instants before your untimely death, resetting you back to the beginning of that day. This ability functions a maximum of once per Jump, from here on out.

## Spray and Pray[600; D: Cultist of the Gun]
Between praying to The Gun and testing the people who want to reach it for their worthiness, who has time to aim? Not you, that's for sure! But that's fine. Really, it is. Especially since you picked up this one little trick. Whenever you engage in what most people would refer to as, "spray and pray," your firing acts as actual prayers, with each shot having less scatter, more accuracy, and eventually, when you reach a certain level of bullet saturation, gaining a slight amount of homing capability, swerving slightly towards your target.

## Boss Patterns[600; D: Gundead]
On every floor, there's a boss, and every boss is basically a big old bundle of hit points and bullet patterns. You can choose any one of the primary bosses from the five main floors, and gain their bullet patterns and gimmick. See the Notes section, below, for a link to a list of all of the bosses in the game. You also get one additional

enemy bullet pattern from any of the five floors. For an additional + 100 points, undiscounted, you can choose from the hidden bosses, which are typically from secret floors, or have some kind of unlock parameter; alternatively, for the same price, you can pick one of the enemies from the hidden floors as your extra enemy bullet pattern. You can get both for +200.

### How to Outsmart Bullet: A Primer[600]
Maybe you've been taking lessons from a certain heavy weapons guy, but you're just plain good at not getting shot. Your ability at dodging through patterns of bullets is good enough that people assume that you have bullet time built into your brain; your dodge rolls are pinpoint accurate enough that you can dodge through things that would be a severe, if not near insurmountable, challenge; and you can fire off shots quickly and accurately enough that you can treat a semi-auto handgun as a submachine gun with the accuracy of a marksman's rifle. In short, you are the master of, not just outsmarting bullet, but also reminding others that they aren't.
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## Gear
"The gun makes The Gungeoneer," as they say, and it's a proven fact that the kit you carry does play a significant role in how well any given attempt at The Gungeon goes. So, here's your chance to kit yourself out however you see fit; so long as you've got the points for it, anything goes! See the Notes section, below, for links to the lists of guns and active and passive items, along with their lettered rankings, special rules in regards to certain items, as well as what recourse you have if you don't buy a particular gun or item you want using points.

### Trusty Firearm[Free-for-all]
A foundling or hand-me-down handgun or revolver that, somehow, has unlimited ammo. For some reason, it still needs to be reloaded when you empty the magazine.

### Ammonomicon[Free-for-all]
An ancient book supplied to all those who enter The Gungeon. It provides you with a cryptic hint as to the special effect of any weapon you pick up, and some measure of lore on it, if such should apply. Also collects information on any enemies, bosses included, guns, and items you've seen in the past, and see in the future, though this is often cryptic, and/or heavily summarized.

### Pea Shooter[100; 1F: Gungeoneer/Cultist of the Gun; 1D: Gundead]
You can have any D- or C-Rank gun from within The Gungeon. While weapons of this rank are unlikely to really have anything special about them, aside from the fact that they can still shoot after years of being left in The Gungeon, they are still fairly reliable weapons.

### Supply Drop[100; 1F: Gungeoneer/Cultist of the Gun; 1D: Gundead]
Similar to the above, this gives you any D- or C-Rank active or passive item. Active items have to be used to activate their effects and, at this rank, may have a set number of uses before they're used up permanently, though most still have a cooldown-based effect. Passive items' effects are gained simply by carrying them.

### Blanks[100; 1F: Gungeoneer]

Sometimes no amount of foresight, cover, or quick shooting will save you, and that's why you carry blanks. When used, blanks destroy every bullet currently in the air, and continue clearing the air for about a second. You get two, and every time you descend to a new floor of The Gungeon, you generate enough to put you back up to two; outside The Gungeon, this regeneration decreases slightly, to once a day. For an extra, undiscounted 50 CP you can increase the amount of blanks generated by one, to a maximum of eight, for 300 CP. Added bonus: If you took X-Ray Sights, the blanks will open any secret rooms you find as easily as they open the ones in The Gungeon.

## Face Melter[200]

Like, 'Pea Shooter,' above, this gives you a B- or A-Rank gun. This is where the good stuff starts happening, weapons of this rank being fairly powerful.

## Fortune's Favor[200]

You receive, much like, 'Supply Drop,' a B- or A-Rank active or passive item. Many of the items in these ranks can easily be game-changers with a bit of good luck or some set-up.

## Big Shooty Gun[400]

You've been reading long enough that you know how this works: You get an S-Rank weapon. The cream of the crop, typically S-Rank weapons need to be unlocked, but you get to Enter The Gungeon with one. Don't let it go to your head.

## Gundromeda Strain[400; D: Gundead(Shelleton Key only)]

Same as the last ones, you get an S-Rank active or passive item. These are great items in their own right, and have a tendency to gel well with damn near anyone's style. Gundead get a Discount on this piece of gear if they use it to buy the Shelleton Key.

## Unique Weapon[400; 1D: Drop Gun/Cultist of the Gun]

Sometimes you can't leave much of anything to chance, and the best way to do that would be to pack your own kit. Not that the guns in The Gungeon are bad, by any stretch; you're going to be gunning things down with weapons like a rocket launcher that fires explosives that explode into swarms of bees at some point, after all. But maybe you're just sentimental and prefer a personal weapon. This is the option for you, then. Pick a weapon you have, even one you made yourself, and you get to have it for your time in The Gungeon. Now, normal rules apply: It has to be gun-like, which means it needs to be a, 'weapon,' designed to kill things, fire bullets or projectiles of some description, and if it's a primarily melee weapon, or has something akin to a bayonet, it is Cursed, which makes your time here just a bit harder by attracting Jammed versions of enemies. As an added bonus, if you bought bullet patterns, or just like a firing pattern of another gun you bought in this section and think it would look better being fired from yours, you can have it inherit any of these, free of charge.

## Signature Gear[400; 1D: Drop Gun/Cultist of the Gun]

Like, 'Unique Weapon,' above, this lets you import a single non-gun item that you own as an active or passive item. Any item that requires you to simply hold or wear it counts as a passive item, with one caveat: Alternate ammo types count as passive items, with a random chance to have their effect, and affect all weapons you carry. On the other hand, anything that needs to be activated in some way counts as an active item and gains either an ammo count or a cooldown

based on the typical use of it; use your best judgement on this.
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# Companions

The largest group we've ever seen entering The Gungeon is three, and, in the case of groups, we've seen a protective mechanical automaton with the younger sister of the Forge's blacksmith, a manservant serving his king, and a pair of loyal knights and their sorceress. As a result, your limit for Companion imports is two for the purposes of this world. Sorry. Even if you have more active, only two can go into The Gungeon with you.

## Gungeon Runner[200 CP; D: Gungeoneer]

Safety is never guaranteed in The Gungeon, and keeping a grip on your sanity can be hard. It helps to have a friend. You can import or create a single Companion for 200 CP; they get a stock background, either Gungeoneer or Cultist of the Gun, Gun Shy for free, and 300 CP to buy perks and/or guns. You can spend extra CP, if you have it to spare: For an extra 100 CP, undiscounted, you can have a second Companion enter The Gungeon with you, with the same points and advantages the first gets. You can also spend an extra 100 CP, also undiscounted, to load your Companion, or Companions, with an extended budget of 600 CP to spend.
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# Drawbacks

You- You want to make this harder? I mean, are you just, I don't know, a masochist or something? Well, whatever, sure, I can allow that. Here's some options for that, you can have no more than 900 extra CP from what's listed below, and you lose any over that amount; as an example, if you take Legions of the Jammed for +600 and Lord of the Jammed for +400, you don't get 1000 CP, you get 900. Fairly normal for this kind of thing, from what I understand.

## Enter The Pungeon[+0]

This doesn't remotely make this harder, just funnier. At least, if you like puns, it will. You will feel the urge to make a pun, usually about guns, every other line you speak at the barest minimum. Sometimes you'll even pop one off without even meaning to.

## Legions of the Jammed[+100 to +600]

Cursed. Well, not really. This doesn't actually increase your Curse stat, but it sure seems like it does. Depending on how many points you get from this, you might run into a lot, and I do mean a lot, of Jammed enemies. Jammed Bosses, even. Now, what is a Jammed enemy? It's a glowing red enemy with an eerie black outline, double the health, double the firepower, and increased speed on top of that. For +100, you have effectively 1 point of Curse, +200 gets you 2 points, +300 gets you 3 Curse, +400 gets you 5 points, +500 gets you 7, and + 600 gets you 10, with every single point making it more and more likely that enemies you'll run into will be Jammed.

## Mimic's Curse[+100]

Try to open a chest, and there's a cannon barrel leveled at your head that fires a black shot with a glowing red aura, the handles on the sides of the chest pull away, and they're holding a pair of guns, and the edges of the lid and mouth of it sprout teeth. The Gungeon takes its Mimics seriously, and it's going to show you them at, quite literally, every chance it gets. Every chest you run into will be a

Mimic and will try as hard as it can to kill you, and not even the Ring of Mimic Friendship will stop this. Upside, though: Mimics drop the item that was inside them when killed, so you won't ever need keys, at least.

## Woe Be Gunto You[+100]

Now, that's just bad luck. Seems like you never get the gun, or even the kind of gun, that you want. Items are affected, too. One in a hundred it'll be a gun you wanted, past tense, maybe earlier on in the run, maybe on a previous run, but it'll usually be one that you don't need anymore. You're going to have to learn to make due with whatever you can get your hands on.

## Jumping the Gun[+200]

You've developed a bit of a bad habit, haven't you? Well, less a bad habit, and more of just a poor sense of timing and self-awareness. For your time here, you'll develop a tendency to seemingly walk into your enemies' bullets, dodge roll in the wrong direction, and just, in general, get hit more often, and take a lot of bad damage. Maybe it's just something about how almost every bullet moves slowly enough that you can somewhat easily visually track it? Or maybe you're just bad. It's hard to say. Overrides the dodge timing effect of How to Outsmart Bullet: A Primer.

## Wrath of the Gun Munchers[+200]

So, another Evil Gun Muncher, huh? Normal Gun Munchers eat two guns and give you a random different gun in return; Evil Gun Munchers, noticeable by their red color and the skull-like stencil on the top of them, each eat a random, much higher, number of guns, but still only give you one in return. A normal Gun Muncher can be useful if you have a couple of guns you don't want, or that you're out of ammo with, and go to sleep right afterwards, but Evil Munchers are damn near insatiable and almost always not what you want to see when you open a door.

## Enforced Boss Rush[+400]

Your grand-pappy's boss rush, this ain't. So, normally, there's only one boss per floor, right? They have a big room, a fucking arena in fact, all to themselves, and you can save them until the end of the floor, or, if you're feeling froggy, jump right into the fight. Yeah, not anymore. You'll run into them almost at random, now, in their usual arena just jammed into a random part of each floor, sometimes accompanied by basic enemies, and you'll have to face all the possible bosses for each and every floor before you can move on to the next one.

## Lord of the Jammed[+400]

You better run like hell itself is on your heels. Because it kinda is. Not 100%, honestly, it's just the Lord of the Jammed, a grim reaper looking jerk with a rifle-scythe that creates a circular wave of bullets whenever he swings it. He's unkillable and follows you from room to room, floor to floor, never ceasing, never stopping, for as long as you're inside The Gungeon. Shopkeepers flee from him, he doesn't attack your enemies, and damn near the only good thing about him is how slow he is. If you're willing to put up with this, along with Legions of the Jammed at +500 CP or above, the effective Curse you get from Legions of the Jammed becomes actual Curse. You might be able to find some use for this.

## The Sixth Chamber[+600]

Normally, considering you can't kill your past during the course of your Jump, you wouldn't ever reach Bullet Hell, saving you the

trouble of ever having to deal with The Lich, the Master of The Gungeon. Now, however, to even reach The Gun that can Shoot the Past, you'll have to pass through Bullet Hell and defeat The Lich, perhaps the most difficult enemy that The Gungeon has to offer. After defeating him, you'll be deposited back on the platform leading to the ark that contains The Gun. You'll have to do this every run. Good luck and god speed, Jumper.
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# Notes

## General Gungeoneering Tips

Technically speaking, you can’t die in such a way that ends your chain in this Jump; The Gungeon’s magic causes anyone that would use The Gun to remove part of their past to automatically assassinate any timeline in which they die without reaching The Gun. There are three exceptions to this: If you fight The Lich, and The Lich kills you, your chain is over - he is the master of The Gungeon and he knows you do not belong here; If you earn the ire of The Lord of the Jammed, and one of his attacks kills you, your chain is over(it should be noted, The Lord of the Jammed’s attacks deal two damage per hit, so be careful); If, like some gun knights before you, you have nothing in your past that you would see undone, you are considered, “aimless,” and your death in The Gungeon is the end of your chain, as you have no drive to use The Gun with The Bullet to assassinate a part of your history and, with it, all timelines in which you died.

## Buying Gear and Acquiring Items

Or:

## "What do you mean I can't buy Master Rounds?"

Any item with a listed rank of, "-," can't be bought via the gear options, they have to be earned through running The Gungeon. If an available item's individual page has an unlock method listed, that method has to be satisfied before it will appear, unless you paid points for the item. To save time, the current list of Items that can't be bought is as follows:

- The Master Rounds
- Prime Primer
- Arcane Gunpowder
- Planar Lead
- Obsidian Shell Casing
- Friendship Cookie
- Hidden Compartment
- Live Ammo
- Old Knight's Shield
- Old Knight's Helm
- Old Crest
- Number 2
- Gun Soul
- Busted Television
- Coolant Leak
- Junk
- Lies

The Enraging Photo, for the purposes of this Jump, is considered to be a C-Rank Item, and can be bought as such, despite it not having a listed Rank on the wiki.

The only weapons listed as having a Rank of, "-," are the Rusty

Sidearm, Marine Sidearm, Rogue Special, Budget Revolver, Dart Gun, and Robot's Right Hand; these are the starting weapons of every Gungeoneer, aside from The Bullet, who starts with the Blasphemy. With the exception of The Bullet's Blasphemy, you can't buy these weapons, but they are effectively variations of the Trusty Firearm listed under Gear.

You don't have to pay for every weapon or item you want, however. Should you find one during a run of The Gungeon, and you're willing to go without it for that run, you can bank it in your Warehouse via the normal method, either opening a door using your Warehouse's key, or opening a portal into your Warehouse, depending upon what you spent your points during that part of your Jumpchain; paying points for it simply assures that you will start every run with that item. There's not even a limit to when, exactly you can bank them in the Warehouse; at any point that you have a door you can use, or whenever you open a portal, you can place them in the Warehouse, right up to the last boss fight.

However, you may only bank one copy of each gun or item; this does not stop you from replicating it through whatever various and sundry methods you have at your disposal, though it should be mentioned that you will, at the very least, need Gun Magic to begin copying the intricate magic of The Gungeon to recreate even its most basic of artifacts, and the more powerful ones were created by someone who turned himself into a lich, so he wouldn't have to worry about a little thing like death stopping him, which means that things like The Gun That Can Shoot The Past are likely a product of eons worth of work; you won't be turning out any of those any time soon, and as for the genuine article, see, "The Gun and The Bullet," below.

Links:
Guns - http://enterthegungeon.gamepedia.com/Guns
Active/Passive Items - http://enterthegungeon.gamepedia.com/Items

# Perks

Fully-Loaded
Yes, even if you have Universal Ammo from Dead Space, in which case it will restock the stack of universal ammo clips that the weapon you're carrying is feeding from back up to their maximum of 20. However, it does not restock the ammunition from a weapon with infinite ammunition, it treats that one as always being on full ammo.

Gun Game
As long as you bank a health-increasing item, at the end of the Jump, the increases to health total become permanent. There are seventeen items that grant extra heart containers, one of which gives two, but disappears if you spend money while wearing it. In addition, when you finish this Jump, you keep the increased health from the health increasing items, a total of twenty one hearts versus the three you start with, or +600% of your base health/durability once the Jump is over. It should also be noted that, compared to real-world bullets, the bullets that the gundead use are quite slow, and can be dodged fairly reliably so long as you keep mobile and don't let yourself get worked up to the point of making mistakes.

# Explanation of Curse

The full of effects of Curse are as follows:
- Enemies will drop more shells, the primary currency within The Gungeon.
- Jammed enemies become more common with each point of Curse added.
  - Jammed enemies deal twice the damage, have twice the health, and

move a bit faster.
- Jammed bosses can appear.
- You can enter the Demon Face without needing to hold 100 shells if you have 1 point of curse.
  - The Demon Face leads to the Black Market, which contains several shopkeepers.
- Lord of the Jammed spawns when you reach 10 curse.

Legions of the Jammed only increases the chance of Jammed enemies and Bosses spawning, and skips everything else on this list, unless taken with Lord of the Jammed and at +500 CP or above.

Certain Items and Guns increase your Curse while carried, and performing certain actions increase or decrease your Curse as well. While you can lower the effective Curse granted by Legions of the Jammed using some of these actions, nothing will shake the Lord of the Jammed from your tail if his ire is gained via the Drawback, and your Curse returns at the beginning of your next run.

Buying Items or Guns that give you points of Curse from the Gear section does not remove this Curse while within The Gungeon.

See the wiki's page on Curse(http://enterthegungeon.gamepedia.com/Curse) for full information on how to increase or decrease Curse.

## About Blanks

Blanks are like Smart Bombs from a bullet hell/shmup game, dealing slight damage to enemies and actively clearing the screen of bullets for around a second. More Blanks can be found by clearing rooms, can be bought from shops, even some items grant an extra blank per floor, namely the Chaos, Uranium, Copper, and Frost Ammolets and the White Guon Stone. These do, in fact, count towards your limit of eight total Blanks at a time and buying these in addition to maxing out your Blanks only serves to allow you to continue to have the maximum number of Blanks even while not carrying them.

In addition, Armor, when removed through damage, causes a short-range Blank effect that carries any bonuses from Ammolets you may have. Other items cause this effect as well: Table Tech Blanks causes a Blank effect every time you flip a table, the Owl follows you and occasionally creates short range Blank effects, the Elder Blank is a reusable Blank that increases Curse while held, and the Blank Companion's Ring creates a Blank effect whenever you use any active item.

## 1-Up Style Items

Yes, items similar to 1-ups exist within The Gungeon, however, barring a single exception, they are all one-time-use only. This exception is the Gun Soul, which resets the current floor, reduces you to one heart, leaves you with just your starting weapons, and puts you back in the first room of the floor; if you can return to where you died, you get your full health and all your weapons back. Yes, before anyone says it, it makes the game a lot like Dark Souls. It should be said, though, that the reason it does this is likely because of the inherent time bullshit that The Gungeon has going for it and, as a result, as listed under Buying Gear and Acquiring Items, above, you cannot buy it.

If you feel like you absolutely just have to have it, realize that it is very rare, and has to be unlocked. How it actually works - whether it returns the souls of whoever you killled back to where you killed

them, or resets you back to before the fight started at wherever you might consider a, 'safe place' - is entirely up to your own fanwanking. And, as much as people are gonna whine, if you really don't like the idea of a single item turning every Jump into Dark Souls and making things that easy, then don't get it. You'd have to go out of your way to do so anyway, considering that you can't buy it, so just, oh, I don't know, don't.

As for everything else that acts like a 1-up, unless you spend points to buy it, you only get to use it once, and like everything else, you can only put one copy in your Warehouse. If you do buy a 1-up item with points, it functions once per Jump, and functions as normal; some items, like the Pig, work wherever you are, bringing you back to full health, while others, "respawn," you wherever they're stored, likely your Warehouse.

# Special Companions

Cormorant, the Aimless Knight

Long ago, there was a Gunknight, who, like many before him, challenged The Gungeon. However, Cormorant, the Aimless Knight, challenged The Gungeon, not out of regret for some action in his past, but instead out of curiosity, rendering his failure inevitable. Though he possessed incredible skill, and never needed to reload, his abilities were not enough to best the High Dragun, and, having left the four pieces of his armor scattered across The Gungeon, he was slain.

If one should ever recollect all four pieces of Cormorant's armor, they will gain his prodigious skill with weapons, as well as his enchanted armor, of which each piece adds an additional piece of armor per floor of The Gungeon traversed. However, as you are from another place, the four pieces have an added benefit for you: Should you be able to bring all four together in a place outside of time, at the end of your Jump you will be able to add Cormorant and all of his skill to your Companions.

Resourceful Rat

There are not very many rats within The Gungeon, and the presence of this one is the most disconcerting of all; if you leave Guns, Ammo, or Items laying around, this rat will appear, pick them up, and disappear in a puff of smoke, leaving behind only a note thanking you for leaving him something.

His skills with finding useful things are top-notch, and that's a useful skill for someone in your field to have at their disposal, is it not? But, this rat is shy and vanishes if he should ever notice anyone, except under one very special circumstance.

If you can figure out how to speak with him, and convince him to come with you, you can add his abilities to your group. Convincing him shouldn't be too hard, most people inside The Gungeon simply want out, finding a way to speak with him, though...

# The Gun and The Bullet

If you manage to survive this Jump, and assemble The Bullet That Can Kill The Past in the process, you will have special, one-time access to its use at any time between Jumps. It can be used to inflict a retroactive continuity shift on the single most regrettable mistake you've ever made, changing the outcome of that event, and everything that came after, as little, or as much, as you like. Your abilities will, necessarily, need to remain the same so that your past remains, generally, the same aside from the retcon, and you will need to

return to The Gungeon, via this Jump, so you can assemble The Bullet That Can Kill The Past once more, to complete the temporal loop. Worse yet, you'll need to do all of this with only foreknowledge and the abilities and equipment you had at that point in your chain to guide you; you don't just magically get to keep your abilities and weapons just because you used an ancient artifact weapon to do it.

So, in short:
- You get to retcon a mistake you made
  - You don't get to take your abilities and weapons back in time; you have to make due with just what you had then
- Your abilities have to remain roughly the same, post-retcon
- You have to go to The Gungeon at the same point in your chain as you originally did
- You have to assemble The Bullet again
- You have to make the same choice of mistake to retcon as before
  - Making this choice breaks you out of the loop
  - No, you can't link retcon loops like this, because that's bullshit

Essentially, this grants you the chance to take a retcon eraser to your past and edit out one choice and everything you dislike that happened as a result, no muss, no fuss, no messy paperwork, and, most importantly of all, no having to rewrite all of those Jumps to fit. A free Ctrl-Z on the worst thing you did, or the one thing you hate about your Jumps. If that's not to your taste, then feel free to ignore this whole part. As always, good luck and happy travels, Jumper.