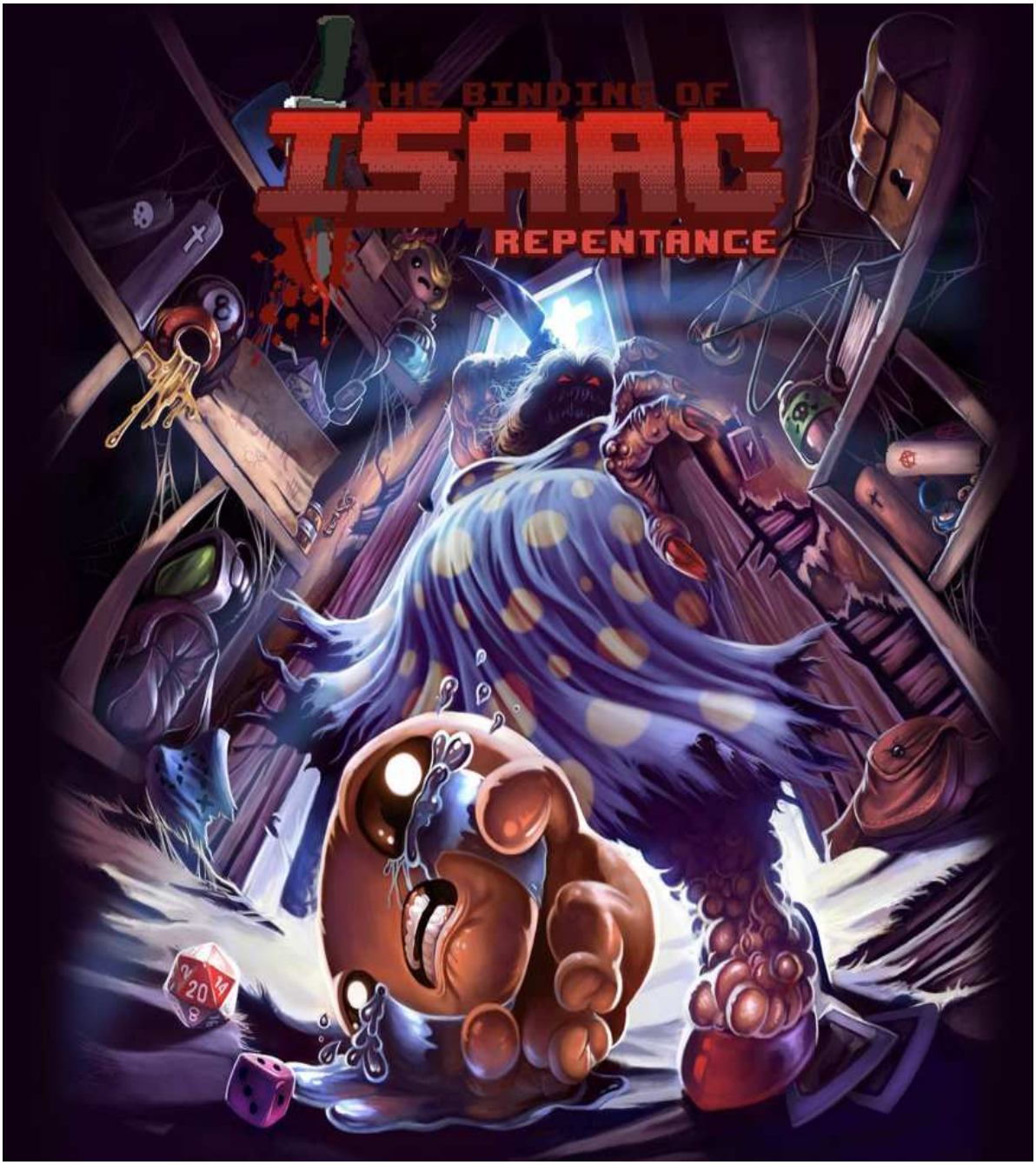


The Binding Of Isaac Gauntlet - By Bigmun

Introduction

Isaac and his mother lived alone in a small house on a hill. Isaac kept to himself, drawing pictures and playing with his toys as his mom watched Christian broadcasts on the television.
Life was simple, and they were both happy.
That was, until the day Isaac's mom heard a voice from above: "Your son has become corrupted by sin! He needs to be saved!"

"I will do my best to save him, my Lord," Isaac's mother replied, rushing into Isaac's room, removing all that was evil from his life.

Again, the voice called to her:
"Isaac's soul is still corrupt! He needs to be cut off from all that is evil in this world and confess his sins."

"I will follow your instructions, Lord. I have faith in thee," Isaac's mother replied, as she locked Isaac away in his room, away from the evils of the world.

One last time, Isaac's mom heard the voice of God calling to her:
"You have done as I asked, but I still question your devotion to me. To prove your faith, I will ask one more thing of you."

"Yes, Lord. Anything," Isaac's mother begged.

"To prove your love and devotion, I require a sacrifice. Your son Isaac will be this sacrifice. Go into his room and end his life as an offering to me, to prove that you love me above all else!"

"Yes, Lord," she replied, grabbing a butcher's knife from the kitchen.
Isaac, watching through a crack in the door, trembled in fear. Scrambling around his room to find a hiding place, he noticed a trapdoor to the basement, hidden under his rug. Without hesitation, he flung open the hatch just as his mother burst through his door and threw himself down into the unknown depths below.

What's this? It seems you've somehow taken Isaac's place, and have found yourself thrust into the basement, stripped of all your powers. You will have to fight through many dangers; traps, monsters, and all sorts of evils that shall seek your destruction down here, but if you can reach the depths and defeat Isaac's mother, you will be victorious.

+0CP

Drawbacks

Additional challenges to earn CP

+100/+1000CP - Post-it Note
This one's for the completionists out there. Normally, all you would have to do is beat Isaac's mom the first time you see her to win. With this drawback, you will have to go deeper into the dungeon and face new bosses. You gain +100CP for each new boss you choose to take on. The bosses are: Mom's Heart, Satan, The Lamb, Isaac, Blue Baby, Mother (yes, there's a difference), Hush, Delirium, Mega Satan, and the Beast. Just getting to most of these will be an arduous task, and you'll likely have to do multiple run throughs of the dungeon to get them all. Better get to work.

+100/+200CP - Greed Mode
In addition to the normal version of the dungeon, you'll have to go through a special version which we'll call the greed version. It operates very differently from the base dungeon, focusing more on waves of enemies in a single room rather than exploring a massive dungeon, and at the end you must face Ultra Greed. For an extra +100CP you will also have to take on greedier mode, which is more difficult and gives Ultra Greed a more powerful second phase.

+100CP - Boss Rush
Yet another challenge to take on in the dungeon. By beating Mom within 20 minutes you can enter boss rush. Inside, you get a pick from one of four items, and you'll then have to face off against 15 waves of bosses, with two bosses each wave. Important bosses, such as Hush or Mega Satan, cannot appear. If you defeat all 15 waves, you'll complete the challenge.

+100CP - Cursed
Every floor you have a chance to be afflicted with a curse, which can cause things such as being unable to see what an item is before taking it or being unable to tell how many hearts you have. By taking this you're guaranteed to have at least one curse a floor, and can actually have a second simultaneously if you would've been cursed on that floor normally.

+100CP - Hosts With The Most
Hosts. Hosts everywhere. These bastards can only take damage when they pop up, otherwise they're invincible. Now they're all over the place - under all the skulls, in chests, even on top of other enemies! You're gonna be here a while.

+200CP - Hard Mode
The dungeon just got a lot more dangerous. With this drawback the difficulty's been kicked up a notch, with trickier rooms, more powerful enemies, and much less generous floors. As the name would suggest, expect everything to be generally harder.

+200CP - Purist
Ah, so you're a real dungeon diver, then? None of this "Starting with 20 OP items" nonsense, instead you'll be going in with only the stuff you've got from your character preset. This will be more difficult for sure, but definitely more fun.

+200CP - Trash Run
Lady luck really has it out for you this time. You'll seemingly never have bombs or keys when you need them, the routes you travel down almost always lead to a dead end, and worst of all nearly all the items you find seem to be complete trash! Throw in some Envy and super envy fights and you've got the epitome of a terrible dungeon experience.

+300CP - April's Fool
It seems the dungeon has decided to pull some hilarious pranks on you. To start with, nothing is what it appears to be - pickups look like other pickups, trinkets appear as different trinkets, and items look like other items, meaning you won't even know what anything is until you pick it up. You also can't tell your position on the map, and active items and pick-ups have their effects randomized. To top it off, all bosses other than the ones listed in the post-it note and greed mode drawbacks have been replaced with the bloat. If you enjoy being tortured, this is the drawback for you!

+300CP - SPEED!
Quick, there's not much time to explain, so pay attention! Everything in the dungeon is gonna be way faster, making it much harder to dodge. You'll be faster too, but your reaction time is still the same so it's only a slight help. You'll also have to beat Mom's Heart within 16 minutes or you'll slowly start dying. Onto the last one!

+300CP - Ultra Hard
This is it - the toughest of all the possible trials you could face in the dungeon. All enemies have been replaced with more powerful champion versions of themselves, including bosses, and they don't drop items like they normally do; you'll be afflicted with curse of the blind, curse of the lost, curse of the labyrinth, and curse of the maze every floor, and are completely unable to remove them; there are no hearts in the whole dungeon, the only way to heal is picking up passive hp upgrades; you will have to face two bosses at once in every boss fight save the ones listed in the post-it note drawback, mom, and Ultra Greed; and finally, you will have to defeat Mega Satan (if you took Mega Satan on the post-it note drawback, you'll have to beat him twice). Only for the suicidal.

Character Presets

This section allows you to choose a character and start with all the things that character has. Some characters even have unique aspects that cannot be replicated by items. You may only choose one character. See the notes section for further info on the characters.

+300CP - Tier Lost

Tier reserved exclusively for the Lost and Tainted Lost. Playing as either of these two is tantamount to suicide under normal circumstances. Highly advised against.unless you like failure.

+100CP - Tier 0

These characters have heavy downsides, though not nearly as much as the above. This tier includes: Blue Baby, Tainted Blue Baby, The Keeper, Tainted Keeper, Jacob and Esau, and Tainted Jacob.

100CP - Tier 1

We've finally reached the characters that are objectively good. These characters aren't super powerful, but they still have significant upsides. This tier includes: Magdalene, Tainted Samsom, Eve, Lazarus, Tainted Lazarus, Eden, and Lilith.

200CP - Tier 2

Now we're getting into the high quality characters. These characters are more solid than the previous tier, able to consistently carry you to victory if you're skilled enough. This tier includes: Isaac, Cain, Tainted Magdalene, Judas, Tainted Judas, Tainted Eve, Samson, Tainted Lilith, Apollyon, Tainted Apollyon, and Bethany.

300CP - Tier 3

The absolute cream of the crop. These characters are so good they'll often carry you to victory by themselves. This tier includes: Tainted Isaac, Tainted Cain, Azazel, Tainted Azazel, Tainted Eden, The Forgotten, Tainted Forgotten, and Tainted Bethany.

100CP - Birthright

If you're looking to give your character a boost, this is what you'll want. This will buff a character's inherent abilities, although what exactly it does varies from character to character; for example, Tainted Isaac gains more item slots, while The Forgotten's soul becomes unshackled from its body.

Items And Pick-ups

You get two discounts per price tier; discounts are 50% off, 100CP discounts are instead free. Items may be purchased multiple times; multiple purchases on the same item only use one discount - not one option, the exact same item.

50/100CP - Special Hearts (No discount)
In the dungeon, there are several types of hearts which serve to bolster your vitality and shield you from damage. The most common of these are soul hearts, but there are also black hearts, rotten hearts, and bone hearts. Soul hearts protect you but cannot be refilled and vanish when damaged; rotten hearts make a red heart more vulnerable, but spawn some blue flies* when you complete a room; black hearts are like soul hearts except they release an AOE damage effect on the room when destroyed; bone hearts are like red heart containers since they can be refilled,but if damaged when the bone heart is empty it'll shatter. You may purchase one soul or rottem heart for 50CP each up to twelve times, and black and bone hearts for 100CP each.

100CP - Red Heart containers
Unlike soul or black hearts, red heart containers are not destroyed when emptied, and can be refilled with red hearts found on the ground. They are also a valuable resource for trade in Deals with the devil. You may purchase Red heart containers for 100CP each up to twelve maximum. You start with 3 red heart containers by default, excluding character presets.

100/200CP - Trinkets
Want a little keepsake to remember this place by? Then this is the option for you! You may buy any one trinket that can be found in the dungeon, be it the cancer trinket, curved horn, the doorstop, whichever one you want. For an additional 100CP, you can also make it a golden trinket, doubling its effectiveness!

100CP - Spoon Bender
Do you have bad aim? That's no problem! Spoon Bender causes your tears to home in on enemies, making it much easier to land shots. This item is doubly effective when paired up with items like Technology and Brimstone.

100CP - Soy Milk
This one's somewhat infamous. It lowers your damage dramatically, however it grants an even greater increase in your firing rate. If you hit every shot, in theory you should be doing double the damage you would without it, but that's very theoretical as landing all the shots would require some great aim. Still, it synergizes very well with lots of items, so if you think you can make it work, go right ahead.

100CP - Rainbow Madness*
This option contains several items that all do more or less the same thing,namely giving your tears random effects. These effects can often amount to nothing, but every once in a while they may just pop off like crazy. The items are: Three Dollar Bill, Fruitcake, and Playdough Cookie. Perfect for those that wanna embrace the power of chaos.

100CP - Syringes
Performance enhancing drugs! These items mainly provide stat boosts which will be listed below. If you take three, you receive the Spun transformation, which grants a solid damage increase and a small movement speed increase. The items are: The Virus (speed + poison touch), Roid Rage (speed + range), Speed Ball (speed + shot speed), Growth Hormones (damage + speed), Synthoil (damage + range), Experimental Treatment (increases 4 stats, decreases 2), and Adrenaline (empty heart containers = damage and size up).

100CP - Mapping
As the name suggests, these options provide information that will help you navigate the dungeon. The map will show you the location of every room on the floor you're on, save secret rooms; the compass will show you the location of important rooms such as the boss room and treasure room, and show you what type of room it is; and the blue map will show you the location of secret rooms. These will also work for any other dungeons you explore.

100CP - Ouija Board
This item allows your tears to become very spooky and phase through solid matter. This is quite useful for hitting enemies through obstacles such as rocks, pots, and poop. Why they don't phase through your enemies is anyone's guess.

100CP - Rubber Cement
Rather than just splatting against your enemy's face and being done with it, your tears will now bounce off them, the walls, and other things in the environment, allowing them to potentially hit other enemies.

100CP - Lucky Foot
This item will make you just a bit luckier. You'll find item drops more often, random tear effects will be more likely to trigger, and slot machines will pay out more often. Pills are also guaranteed to only have positive effects for you.

100CP - Tiny Planet
You've got your own gravitational pull! Actually, everything does, but that's irrelevant. What is relevant is that your tears will now orbit you rather than flying straight out from you. This can be bad, since it's harder to land your shots, but it's still situationally useful.

100CP - Continuum
With this item, your tears wrap around the room. Basically, if you shoot at a wall, they'll phase right through and pop back in through the opposite wall, as if you're in Pac-Man and the room is actually a closed loop. Try and wrap your head around that..

100CP - The Ludovico Technique
Even with decent range, you're still gonna have to put yourself pretty close to enemies if you wanna hit them; this item will remedy that. Rather than shooting tears, you now have one tear you control remotely which damages enemies it's touching over time.

100CP - Bird's Eye/Ghost Pepper
If explosives aren't your thing, how about fire? There's two options here: Bird's Eye, which will occasionally shoot a red flame alongside your tears; or Ghost Pepper, which sometimes shoots a blue flame in place of your tear that passes through objects but disappears over time. Or take both, if you like the pretty fire that much.

200CP - Chocolate Milk
You can now charge your tears to deal even more damage. A fully charged tear will deal 4x as much damage as an uncharged one, and will also be much larger. This makes tear use somewhat more cerebral, having to decide when it's better to use charge shots or when to just spam out tears.

200CP - Death's Touch
Reap your enemies! Death's Touch lets your tears pierce enemies, hitting any other enemies behind them, as well as applying a nice damage boost. Most importantly, though, your tears have been replaced with scythes.

200CP - Lost Contact
Your tears now have a shield around them that allows them to block enemy shots. This turns them into a powerful defensive tool, but if your fire rate is too low it can be a double edged sword, with your tears used up blocking shots instead of hitting enemies.

200/400/600CP - Technologies
This option contains various bits of technology with different effects. The options are: Technology (you fire lasers rather than tears), technology 2 (you fire a laser passively alongside your tears), tech.5 (a laser that fires at random intervals alongside your tears), Technology Zero (your tears are connected by beams of electricity that damage enemies they make contact with), and Tech X (tears are replaced with a laser ring you charge up and fire. The longer you charge it, the bigger it gets.). All options except Technology Zero and Tech X cost 200CP. They cost 400CP and 600CP respectively.

200CP - Suplex!
Finally we have our first example of an active item, and It's a fun one. Active items are items that you can only have one of, barring the use of the schoolbag, and must be activated manually. They also run on a recharge timer. This item allows you to grab an enemy, jump high into the air, and smash them straight into the ground! The best part is it'll work on anyone, even bosses!

200CP - Libra
Instead of going extremely high in some stats and low in others, why not try some balance? With Libra, your stats will now all be made even with each other, and anything that increases your stats will increase all of them evenly. You also receive 6 coins, bombs, and keys.

200CP - Sharp Plug
Some people are willing to sacrifice anything for power, even their own blood. This item helps with that in the most literal sense, as it charges up your active item in exchange for hp. This synergizes very well with The Wafer, as it will only take half a red heart to fully charge the item. It also works with other things you can charge, such as a battery.

200CP - Red Key
Not enough rooms for ya? Well, say no more. You can activate this key next to a wall to create a red room. This is a room which didn't exist before, and can be nearly any type of room you'd encounter in the dungeon. Too bad it doesn't open anything else...

200/400CP - Familiars
The dungeon is a pretty lonely place, so why not bring a friend or two? This option allows you to choose a familiar to bring along with you. I won't be listing them all as there's far too many, so I encourage you to check the notes for more info. Incubus and Succubus cost 400CP, all other familiars cost 200CP.

200CP - Guppy's Eye
Have you ever seen a chest and gone through great lengths to open it, only for it to be filled with garbage? Well, now that's a thing of the past, because Guppy's eye allows you to see the insides of containers such as chests and sacks so you can tell whether they're actually worth looting. Collect two more to become Guppy!*

200CP - Anti-Gravity
Despite the name, this item doesn't let you fly or make other things fly. Instead, it allows you to hold your tears in place when fired, then release them at will to send them flying. Huh. Also comes with a fire rate increase.

200CP - Black Candle
If you're looking for a way to foil curses, you've found just the right item! This pretty little candle makes you entirely immune to curses, making them a thing of the past! Disclaimer: effectiveness may be lower, though still present, against non-dungeon curses.

400CP - Monstro's Lung
This item lets you become a shotgun! Well, not really, but you basically now fire a shotgun blast out of your mouth. This blast is very powerful, usually killing most non-boss enemies in one shot if enough of the tears hit, but takes a second to charge.

400/600CP - Dr/Epic Fetus
If you were one of those kids who used to throw firecrackers at people, this option might be of interest to you. You now launch bombs at your enemies rather than shooting tears. The bombs are more powerful than your tears, however they have the obvious drawback of potentially blowing up in your face. For 600CP, you may instead purchase Epic Fetus, which allows you to call down airstrikes; they're more powerful and easier to avoid harming yourself with.

400CP - Spirit Sword
It's dangerous to go alone, take this! You now have your very own sword, which on top of being an actual weapon is capable of several tricks. You can do a spin attack, which deals a large amount of damage in a circle around you and deflects projectiles. While at full health, swinging the sword will fire a sword beam to hit enemies at a distance.

400CP - Book of Shadows
Okay, this one's just cheating. This is an active item that, when used, makes you invincible for 10 seconds. The main use of this is pretty obvious, but it can also be used to abuse things like blood donation machines and demon beggars, allowing you to play them for free.

400CP - Polyphemus
For all the neat special effects that items provide, what you really need to kill enemies is raw power, and that's what this item gives you. Your tears are now massive and they deal a ton of damage, although the fire rate is considerably reduced. When a tear kills an enemy a small portion of it will pierce through, similar to Death's Touch.

400CP - Void
It's time to harness the incredible power of recycling! Wait, don't go yet! The Void is an active item that can consume any passive item and convert it into stat increases. That's good on its own, but what's really great about Void is that if it consumes an active item, that item's effect will trigger every time you use it. If you buy other active items, you may choose to start with them already inside Void.

400CP - Guppy's Collar
Death can be a scary thing, but now it can be fun...that is, if you're into gambling. See, Guppy's collar has a 50% chance of reviving you every time you die, albeit in a very damaged state. Not very consistent, but if you win the coin toss, does it really matter? Collect two more to become Guppy!*

400CP - Mutant Spider
So, it turns out that when your main weapon is tears, having more eyes is pretty helpful. Instead of shooting one tear at a time, you now shoot four, although your firing rate has been significantly reduced. This pairs particularly well with a certain blood beam.

400CP - BFF
Friendship is the strongest power of all, so stronger friends must make you strongest-er. BFF makes your familiars bigger and twice as powerful, making them a force to be reckoned with. Also applies to any other summons or things of a similar nature.

400CP - Jacob's Ladder
Your tears are supercharged - literally. When your tears hit an enemy, they send out arcs of electricity which will then hit even more enemies. It's good for dealing with large groups, but also a solid boost to your damage in general.

400CP - Blank Blank
Have a consumable, but you're not sure when to use it? That's no problem with these items! These are three active items which, when activated, allow you to use the effect of a consumable you're holding without using it up. What they can be used on depends on the item. You can buy the Blank Card for cards, the Blank Rune for runes, or the Placebo for pills. Never worry about limited resources again!

400CP - Pause
The World in the palm of your hand! When you activate this small remote, time will be completely paused for thirty seconds. Unfortunately, during that time you can't attack anything or the effect ends, but if you happened to ram into someone at incredible speed or had a spinning blade of death rotating around your body, that restriction may be more lenient than you'd think.

600CP - Brimstone
We're finally on to the big boys, and what a big boy it is. Brimstone replaces your tears with a very powerful blood laser you vomit from your mouth. Brimstone has a natural Ouija board effect which allows it to ignore things such as rocks or pots and pass straight through to your enemies. To top it off, if purchased again the beam will become huge and do even more damage.

600CP - Sacred Heart
The most powerful item you'll never find naturally. The main benefit of Sacred Heart is that it multiplies your damage, even more so than Polyphemus, but it also provides homing shots. If you take this with Brimstone, your enemies will melt like butter.

600CP - Dead Cat
Wow, really? You're just gonna pick up a cat's corpse and absorb it into your being? Alright. You now have nine extra lives, which gives you plenty of chances to mess up without too harsh of consequences. The one downside is you respawn with only one red heart container, making it easy to get into a loop where you die 10 times in a row to the same thing. The lives replenish at the start of each jump. Collect two more to become Guppy!*

600CP - The Wafer
This is quite simply the strongest defensive item you can find here. The wafer causes all damage dealt to you to be reduced to half a heart. As far as the dungeon goes, you'll be very hard to kill, with many enemies only doing half damage to you. Outside the dungeon and the fringe case of sharp plug, this item makes you only take half damage.

600CP - Godhead
You're so holy, even your tears have a halo! Your tears now have a light aura around them that deals damage to enemies in their radius. The damage of the aura scales with your damage stat and that, combined with the fact Godhead also grants homing tears, means it'll melt enemies like nothing else.

600CP - Mega Blast
Meet nothing else. This is an active item that causes you to fire an enormous brimstone beam for 15 seconds, and is capable of wiping out nearly any enemy and boss in the dungeon in about 1/15 of that time. The power of the beam can't be overstated; it's so strong it sends you flying backwards while you use it. The one drawback is that it takes way more charges than a normal active item, but even that's mitigated by the fact you'll clear the average room the same couple milliseconds you walked into it. Your enemies don't stand a chance.

600CP - Mega Mush
Alternatively, instead of melting your enemies, why not stomp them? This active item will turn you into an invincible giant for 30 seconds. Your tears are way more powerful in this state, but more importantly you can rapidly damage your enemies by crashing and bumping into them, even if they're bigger than you. This contact damage rivals the damage of even the Mega Blast, which it shares the same charge time problem with. I wonder how you can still fit through those tiny trapdoors...

600CP - Pyromaniac
You're a freak and you're NOT NORMAL!!! You absolutely love blowing stuff up, which is probably somehow tangentially related to your complete immunity to harm from explosions and fire. Keep chucking those bombs till the cows come home!

600CP - Mom's Knife
The mother of all weapons in the dungeon. Instead of tears you have a powerful knife you hold out in front of you which you can launch at enemies. Once you launch it, it boomerangs back in front of you to be launched again. The knife shreds enemies in moments; even brimstone pales in comparison.

600CP - Glowing Hourglass
Everybody makes mistakes, but when they happen it'd be helpful to have this. When you activate the Glowing Hourglass time will be rewound, and you will be put back in the last room you were in, just before you left it. Outside the Dungeon this will instead rewind time one minute. Consequences are for suckers!

600CP - The D6
The most iconic active item of them all. The D6 is an active item that allows you to reroll an item into another item. It's simple, but don't let that fool you - being able to change your fate isn't something to scoff at.

600CP - Death Certificate
Even with all these options there's still something you want that isn't listed? Very well. Upon purchase, this item will become any one item you wish that isn't listed here. If you wish to buy Rock Bottom with this, this option instead costs an undiscounted 800CP. The possibilities are truly endless.

Victory

So, I suppose if you're seeing this that means you've successfully attained victory over Isaac's twisted mind. In that case, I've got something I wanted to give you. Just a little reward for your hard work.

The power of synergy, items working together in spectacular and sometimes unexpected ways, has now been given to you. All your items and abilities can synergize the same way they did in the dungeon to create powerful and interesting results. Perhaps a laser combined with a throwing knife will cause a torrent of knives to fly out, or an instant death spell will combine with your rain machine to make instant death rain! The possibilities are endless. There's now a chest in your warehouse which fills up with random consumables found in the dungeon such as cards or runes every day. You may keep any of the items you found in the dungeon. You can also have the Polaroid, just to have something to remember this place by. Goodbye, and remember: you're writing your story, so try to make sure it ends on a happy note.

***Isaac is a game where you explore deeper and deeper floors of Isaac's Zelda like mind dungeon, collecting items all along the way to make yourself more powerful. You fight with your tears (see more details in the note below), and must defeat a boss at the end of each floor to proceed. The game first ends when you defeat Mom, but as you continue to do more runs, more and more new floors and paths open up.**

***You fight in the dungeon by firing large tears out of your head. These tears scale with your physical strength/damage stat, and will fire faster the harder you're crying. The tears can be replaced by several items, such as Brimstone and Dr. Fetus, but they are the default way you fight in Isaac. Think of a tear as comparable in strength to a punch from you. You gain the ability to do tear combat for free just by coming to the gauntlet.**

***Here's a link to the Isaac wiki so you can see what all the characters are like. https://bindingofisaacrebirth.fandom.com/wiki/Characters**

***This is a link to Platinum God, so that you can see all the items and what they do. https://platinumgod.co.uk/#**

***Passive items work more like perks than items, but you can remove them/turn them off whenever you feel like.**

***Blue flies are friendly flies that will suicide dive into enemies, dealing two times your tear damage when they crash into one.**

***Guppy is a transformation that gives you the ability to fly, and spawns a blue fly with every tear/hit landed. It is an extremely powerful transformation.**

***Any item that affects your tears will also affect your other weapons and combat abilities, for instance, Mutant Spider would turn one punch into four punches at once.**

***Check the wiki to figure out exactly what Rainbow Madness does.**

***Characters start with all their unlocks already available.**
***The D6 works post-jump. How it works is that when you use it on something, it will reroll it into something in the same pool/category, so a Noble Phantasm, for example, would reroll into another random Noble Phantasm.**

***Thank you so much for to playing my game!**