

Until Dawn Gauntlet Version 1.0

By MrCogs

The year is 2015, midwinter. The place, snowy Blackwood Mountain in Alberta, Canada. One year ago, ten young people gathered for a getaway. Two went missing in a storm and were never found. These two were Hannah and Beth Washington, the children of a wealthy filmmaker who had bought the entire mountain as a second home for his family.

Hannah and Beth's brother, Josh Washington, was also present at the party. This year he's called the remaining friends back together for another getaway, believing it would be what his

sisters would want. The group will soon find that Blackwood Mountain is full of dangers, real and illusory. Eight people, on a mountain remote from all other habitation. Their story can end many different ways, with all or none of them alive when day breaks. But in this particular tale, there is a ninth person – you.

You will enter this world in the woods near Blackwood Lodge, shortly after the last of the guests has arrived. Your goals are to survive the night and escape the mountain. While here, perks, abilities, and items from other jumps are disabled, and you will not be able to access your warehouse or other personal dimensions. However, death or incapacitation in this world does not end your chain.

Your starting budget is **0 CP**, and you may not enter the jump with a negative balance. You may gain as many CP as you wish from drawbacks.

Origin

You may select your age and gender freely. A lot of these people look strangely like adults playing college students anyway. Choose one of the three origins below

Drop-in (-0 CP) You are unconnected to Blackwood Mountain, and to the events that happened on it in the past. Expect to get some questions about how and why you arrived here. But maybe an outsider's perspective is what's needed?

Friend (-0 CP) This isn't your first time. You were at the lodge one year ago, when Beth and Hannah ran into a snowstorm and vanished. All of the other friends recognized you and were expecting you at this gathering. You may decide what kind of reputation you have amongst the group. However, your backstory cannot significantly alter relationships amongst the others, and your presence in 2014 cannot have prevented the twins' disappearance. The past is beyond your control, at least in a gauntlet.

Stranger (-0 CP) You're not on this mountain for booze and sex. You're a frightening presence moving through the shadows. You have many tricks to harm others – who will you target tonight?

Perks

All perks associated with an origin are discounted 50%. 100 CP perks are free when discounted.

The Events of the Past (-100 CP, discount Drop-in) There is a complicated web of history leading up to the night on Blackwood Mountain, 2015. You might be slightly preoccupied trying not to die, but it'd be a shame to miss out on the broader story, right? You now possess an eidetic memory, able to recall the image of an item that you inspected, or the exact wording of a threatening note after glancing at it once. In addition, your ability to make deductions from disparate information is boosted. You're no Sherlock, but you might be able to pull out a thread that starts unravelling a larger mystery.

Relationship Meters (-200 CP, discount Drop-in) After you spend a short time interacting with another being, you can at will view a display of that person's relationships. The display consists of a set of sliding bars that indicate how close that the connection is between the subject and any other person who you also know (including yourself) You will also know if a relationship has changed recently, although you may have to infer the reason why for yourself. A very useful source of information for navigating social situations… or making people dance like puppets to your whims.

Quick Time Event! (-400 CP, discount Drop-in) These icy slopes are full of hazards. Luckily, with this perk you're never caught totally flat-footed. Whenever a danger to life or limb is upon you, time will seem to dilate and you'll have a precious couple of seconds to decide upon and initiate an action. However, adrenaline and luck will only take you so far: the more times you're threatened in a short time period, the weaker the time dilation will be.

Honesty Stat (-100 CP, discount Friend) A lot can happen in a few hours, and some of it would seem completely unbelievable to you if you weren't there yourself. By buying Honesty Stat you gain an instinctive understanding of how to make your words convincing. Specifically, you will find it easier to convince people to believe you, so long as you are telling the truth to the best of your knowledge.

Climbing Class (-200 CP, discount Friend) The phrase "difficult terrain" isn't in your vocabulary. You can scale rock faces, unsteady ladders, and tall trees without a belaying rope, and do it with speed and grace. Even icy or otherwise slick surfaces don't throw off your balance.

Too Bitchy to Die (-400 CP, discount Friend) Maybe you have an iron will, or maybe its just a self-centered survival urge that lets you push through lesser trauma. Regardless, with this perk you gain a minor increase to your toughness. Bones will require a bit more force to break, and you can lose significantly more blood than a normal person before you expire or go into shock. Furthermore, if and when you are injured you will find that you can ignore pain and keep moving forward.

Maniac's Mansion (-100 CP, discount Stranger) You have a talent for multitasking and can keep track of events happening in several places at once. With proper security setup, you could maintain half a mountain under surveillance. This ability to split your focus pays unexpected dividends to you in social situations. Want to share jokes with someone while thinking about how much you hate them for past offenses? With this perk, you could do so and your demeanor would barely give away a hint of your sinister plans.

Hunter's Sense (-200 CP, discount Stranger) What good are your weapons and intimidating apparel if you spend the whole night wandering through the woods looking for your quarry? By designating a person as your target, you gain an instinctive sense of their general direction, no matter how far away they are. If the target is no longer on the same planet or plane of existence as you, you will get a Not Available signal via this perk.

You also have the skills of a master hunter and wilderness survivalist, able to recognise and follow signs of humans or beasts through the wilderness.

Hook, Line, and Sinker, for Every Little Stinker (-400 CP, discount Stranger) The magic of movies is yours to command. You have an encyclopedic knowledge of so-called “practical” special effects, set design, and costuming and the talent of an expert in the field. You could make an outfit for a monster or mad slasher, and it’ll look *good*, not like a cheap rubber suit. Your familiarity with lighting, motors, and basic engineering allows you to construct nasty deathtraps for others - or create versions that only appear lethal while having safety features built in. On the note of safety, you will never accidentally injure yourself with tools or machines that you’ve built.

Items

All items associated with an origin are discounted 50% for that origin. 100 CP items are free when discounted.

Totem Prophecies (Free All/200 CP) Scattered around Blackwood Mountain are a variety of animal themed statuettes. By gazing at one, you gain a brief vision (we’re talking only a few seconds) of a possible future. This vision may be of your own future, or that of a friend or loved one. Unlike the past, the future very much can be changed in this world - staying mindful of what you’ve seen will help you avoid danger.

This perk is automatically active for the duration of this Gauntlet. If you pay 200 CP, you will find similar prophetic items scattered throughout the rest of your Jumps. The “totems” will take on a form appropriate to the Jump world, though they will always look at least somewhat unusual and stand out from random detritus.

Comfy Sweater (-100 CP, discount Drop-in) This doesn’t actually have to be a sweater, a vest, jacket, or other piece of outerwear will do. The Comfy Sweater will do two important things for you. First of all, it is as the name might suggest, extremely warm and comfortable. Anyone wearing the sweater is bolstered against the effects of cold, damp, and other bad weather conditions (not 100% immune, though). Second, wearing the Comfy Sweater calms your nerves and prevents shaking, shivering, and involuntary movements. You could stay totally still and quiet for a half hour, and not even freeze while doing so!

Lay of the Land (-200 CP, discount Drop-in) This well-worn map of Blackwood Mountain details the location of important areas like the lodge, the cable car station, the fire tower, and even a nearby sanatorium. The more impressive part of this map though is that you can command it to “zoom in” towards your current location. As you do, the map will show the environment in increasing detail complete with altitude plots and notes on natural and manmade features. When sufficiently zoomed in, the map will also reveal tunnels and hidden passages near you.

In future jumps, the map will update to reflect wherever you find yourself, though it cannot be zoomed out to cover an area larger than a few dozen square miles and always remains centered on your position.

Everburning Lighter (-400 CP, discount Drop-in) This lighter functions as you’d expect for an item of its kind, save that it never, ever runs out of fuel. However, now and then you might notice an odd, out-of-place color to the light from its flame, and unusually lively shadows at the edges

of the circle illuminated by it. When burning, the lighter creates a minor ward in the area around it. Spiritual beings that are classified as unclean or evil are dissuaded from approaching the circle, though powerful spirits can do so by force of will. In addition, no one within the circle can be possessed or “bodyjacked” by another without their consent.

Unshakeable Towel (-100 CP, discount Friend) A humble item, but maybe a cosmic hitchhiker like you will appreciate it. This towel is not only slowly self repairing and self cleaning, but is great at cleaning off other things. What’s more, it actively resists being separated from your possession except by your will. You could sprint, duck, and dive around a mansion with this towel wrapped around you and come out the other side with it perfectly in place.

An Actual Working Cell Phone (-200 CP, discount Friend) In a horror game? It’s more likely than you think. This phone is guaranteed to connect to your current jump’s version of the cellular network (if there is one) no matter where it is - lost in the mountains, deep underwater, on Pluto, or in another dimension. The AAWCP is also helpfully loaded with encryption a couple of centuries more advanced than the modern day, so it’s incredibly difficult for others to hack or trace your electronic signature while using it. If you have another phone or electronic device that you’d like to keep using, you can import the AAWCP into it post-jump.

Note that during this Gauntlet, weather conditions will prevent anyone from reaching Blackwood Mountain until dawn, so any assistance you get from the phone will be information only.

Aim-Assisted Shotgun (-400 CP, discount Friend) Bob Washington’s rather lax ideas about gun safety have paid off for you at least. You begin the jump with a hunting shotgun that is perfectly adjusted for your size, and always seems to have one more bullet in the chamber. Whenever you use this shotgun, targeting indicators will appear in your vision marking the best place to fire squarely at enemies. By using the reticles even a novice could achieve fairly high accuracy with the weapon. Sometimes indicators will pop up in the environment if there are specific things that would be useful to shoot, though of course the decision whether to do so is up to you.

Spooky Costume (-100 CP, discount Stranger) You’re here to scare people, and the clothes make the man, as the saying goes. This outfit can be as simple as a pair of overalls and a clown mask, or be a bit more elaborate. Not only is your outfit comfortable and self-repairing, but it generates just a touch of optical camouflage around you. Not nearly enough to hide you when someone’s looking at you in full light, but the distortion does break up your silhouette and make it easier to sneak up on people.

Fake Body (-200 CP, discount Stranger) This is a highly realistic fake corpse that resembles you. It includes a face modeled on your own (or whatever your appearance was when entering the Jump), and containing blood and guts that spill out if the body is cut into. Just… don’t ask where your Benefactor got that viscera, okay? The fake body will stay fresh indefinitely without decomposition in a pocket dimension until you draw it out. With the fake body and a little cleverness on your part, you can simulate your own death, convincing even observant people and close friends that you’ve passed on. If others get a chance to inspect the body in detail, however, they may be able to see through the ruse. If you use your fake body you receive a new one every jump or every ten years, whichever is shorter.

Flamethrower (-400 CP, discount Stranger) Well, isn't this nice? This military-grade flamethrower seems to have "fallen off the truck" at some point in the past, and now it's yours. The flamethrower never jams or runs out of fuel, and with some creativity you'll find it can be used as a fearsome weapon, a utility tool, or a light source depending on your situation. However, it is rather heavy, so don't expect to be winning any Olympic gymnastics competitions while carrying it.

Drawbacks

Until… Dawn? (+100) Normally, you have around nine hours from your arrival near the lodge to the sunrise (which will not instantly end danger, but does make it much easier to escape the mountain or have rescuers reach you). Not any more. This drawback extends the night by three hours, at which time dawn will break normally. Note: this drawback may only be taken once.

Just Josh-ing Ya (+100) Is this really the time? Other people can't seem to resist playing pranks on you, in particular trying to scare you. These scares are never actually violent themselves, better just hope it doesn't break your concentration while doing something important.

Nature's Hatred (+100 CP) Maybe you kill birds for fun, maybe you pollute like a Captain Planet villain, or maybe you're just unlucky. For whatever reason, the natural world seems to have a grudge against you. This manifests in small ways – a piece of ice falling as you move through caves, or a bit of bad fortune making a maniac more likely to check your hiding spot rather than move on. These ill coincidences will never be insurmountable with quick wits and skill, but expect to have a slightly harder time on Blackwood Mountain than you would be default.

The Root of Your Anxiety (+200) How does this Gauntlet make you feel? Periodically during the night, you will be pulled into a mental space with unsettling decor, inhabited by a man who calls himself Dr. Alan J. Hill. The good doctor is intent on learning and analyzing your emotions, particularly suppressed fear or anger. His questions will be rather intrusive, and your interlocutor has an unnerving way of finding out your fears and then redecorating his office to be maximally upsetting to you. The Dr. Hill sessions are guaranteed to never happen during a life-or-death moment, but they can certainly throw your mental state off-kilter when you come back from them.

Unlikeable Horror Movie Cast (+200) To be frank, you're a bit of an asshole, Jumper. You have a tendency to instigate petty squabbles, jockey for social status, and break the trust of people you say are your friends. Taking this won't make you a complete psychopath, just someone with a skewed sense of priorities. Even if you are a Stranger, this drawback can cause problems for you. You might start a pissing contest with another masked maniac, or let yourself get pulled into an argument with someone you've tied up in your lair.

Cold Snap (+200) Why on earth are these people running around Alberta in a snowstorm dressed like that? For 200 points, you and all other human characters are subject to more

realistic effects of hypothermia and frostbite. Staying outside for long periods will make you sluggish and exhausted, and could eventually even lead to death.

Helpless (+400) They might seem like horny, irreverent idiots, but by default each of the eight friends returning to Blackwood mountain has the seeds of courage and competence within them. You wish you were so lucky. During this jump, anyone allied with you seems to have the survival skills of a goldfish in the Sahara. They'll walk along the edge of dangerous cliffs like balance beams, are unable to put together even simple clues on the mysteries of Blackwood Mountain, and are incredibly likely to die if attacked with lethal intent. If your goal is to escape with anyone else, expect to have to act as babysitter for the entire time. Note that this drawback explicitly does not affect the competence of anyone opposed to you, so a Stranger would find that any allies they make are equally useless.

Scenic Route (+400) There are nine hours until dawn, and something in the woods - but that's no reason to be hasty. Why, you might miss some collectibles! For the duration of the Gauntlet, you'll find that you cannot move faster than a stroll unless a threat to life and limb is almost literally breathing down your neck. At most, you can push yourself to a brisk walk. When you are directly confronted by an enemy, your ability to run and leap mysteriously comes back, but fades again once you shake off pursuit (or catch your quarry, as the case may be).

A Miner Problem (+600) Jack Fiddler (aka Flamethrower Guy) has spent years hunting the wendigo. Not wishing to release the cannibal spirits, he's sealed all of them save one in cells within the abandoned Blackwood Sanitorium. … Or that's how things should have gone. Instead, you arrive in a timeline where Jack died not long after starting his hunt. Blackwood Mountain is now the stalking grounds of thirteen wendigoes, the twelve rescued miners as well as Hannah Washington. It will be difficult to traverse the snowy trails and mine tunnels at all without encountering one of the beasts. In such numbers, the wendigo are also more likely to assault structures or gatherings of people.

Special: Jump Mode

Looking to explore a little more? Before starting, you can opt to take Until Dawn as a normal Jump instead of a Gauntlet. Your stay in this world is now extended beyond a 24-hour period. Instead, you will be here for one year. At that time, you will be given the option to move on or go home as normal, or to extend your stay a full decade - after which the jump ends.

As a normal jump, you are entitled to **+1000 CP** to use on perks and items. However, you are no longer able to earn scenario rewards (detailed below). The only exception is that you may still take any surviving character as a Companion at the end of one year/ten years if they agree to it.

If you use this option, you can choose to have the events of Until Dawn take place in the same world as the games of the Dark Pictures Anthology (as of this writing, Man of Medan, Little Hope, and House of Ashes).

Rewards and Scenarios

If you died, or failed to make it off the mountain the next day, don't worry. You will move on to the next jump with the memories of your time here. If you took a free perk for your origin, you also get it as a consolation prize

If you survive the night, congratulations! Any perks and items you purchased are yours to keep. Your second reward is the people you were able to guide to safety and the bonds you forged with them. You may invite any of the eight friends who survive (or any subset of survivors) to join you on your adventures. If they agree, they become companions.

Not challenging enough for you? Below are three optional scenarios you can complete for special rewards.

Spared Us Over Till Another Year

[Exclusive with I Am Death, None Can Excel]

So many choices to be made in a single night, and so many of them ending in grisly death for the group gathered there. Your task, Jumper, is simple: defy the odds and secure a truly golden ending. All eight friends must live until dawn, and leave the mountain with you. At your discretion they can be invited to become companions as indicated above.

If you accomplish this, you earn two rewards. First, you will receive a (curse-free) copy of the entirety of Blackwood Mountain, including Blackwood Lodge. The mountain can be attached to your warehouse, or inserted into worlds you enter in later jumps. It has plants and wildlife appropriate for its climate (Pacific Northwest). The lodge comes hooked up to electricity and water free of charge. Both the mountain and the lodge will retain improvements you make to them.

Second, you gain the perk **All Together Now**. Any time you work as part of a group towards a defined goal, you are capable of negating any detrimental influence from clashing personalities within the team. What's more, group members will find themselves naturally aligning with each other and forming increasingly strong bonds over time. As a final boon, fate conspires that any success achieved or asset gained by one member of your team tends to produce smaller "echoes" of similar good fortune across the rest of the group.

Metamorphosis

[Exclusive with I Am Death, None Can Excel]

The tragedies of the past haunt Blackwood Mountain, and the strongest of these spectres is the creature that once was Hannah Washington, twisted by the curse of the wendigo. It is possible, however, that something of Hannah remains inside the ravenous beat. Your task is to bring Josh and Hannah together, and ensure that they both recognize each other. Importantly, both of them must survive until dawn (and Josh must be free to leave the mountain). If you accomplish this, you gain two rewards. First, you may take Hannah Washington as a companion on your

jumpchain. She remains in the body of a Wendigo, but is cured of her cannibalistic hunger. Moreover this form is not enforced by jump fiat (i.e. a companion import into another Jump would give Hannah a human alt-form).

Second, you gain an alternate form as a wendigo yourself. You possess moderately enhanced strength and speed, gain teeth and claws, and your skin becomes tough enough to resist penetration by shotgun shells (though you can still be affected by the momentum of impact). This form does not affect your mental state.

I Am Death, None Can Excel

[Exclusive with Metamorphosis and Spared Us Over Till Another Year]

Children scaring each other with silly masks, an old fool living alone to pursue his senseless quest, and the wretched remains of those who should have died. You will show all of them, and the things that watch unseen on this mountain, what a true terror looks like. To complete this scenario, you must kill all of the visiting friends and the hunter before dawn breaks. You must also destroy every single wendigo on the mountain (physical bodies only, you need not concern yourself with the dark spirits within). You must leave a note, a calling card, or some kind of record of your actions, though you may associate this with a false identity rather than your “real” one. Finally, you must escape Blackwood Mountain without being apprehended for these deaths.

If you succeed in this grisly task, you gain the perk **The Dark Pictures.** In any future jump, before you enter, you may choose to create urban legends or myths centered around yourself. The nature of these legends are up to you. They can include information about the common targets of your wrath or benevolence, or methods to summon or communicate with you. Your legend will be known to a significant fraction of the population, particularly those with an interest in the occult or weird. Note that you do not gain any special power to *do* things simply because your legend claims that you can, so best to bring actual power to back up the boasts.

Additionally, with this perk you can at will make yourself appear terrifying to anyone who sees or hears you, though especially brave and strong-willed beings may resist it.

Notes

- By default, the curse-free Blackwood Mountain has no positive supernatural effects on it either
- Suggestions or comments are welcome. I’m on the jumpchain reddit or on Spacebattles as Genhack

Changelog

Version 1.0

- Added the option to use this doc as a normal Jump.
- Included “Nature’s Hatred” drawback
- Changed pricing of “Root of Your Anxiety” drawback
- Miscellaneous cleanup based on reviewer comments