

Outpost Gauntlet

A Jumpchain-compatible CYOA

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v1.0

You find yourself alone in the woods, next to a small shrine. When the sun goes down, those living in the woods attack you. In order to survive as long as possible, you need to protect that shrine. Build turrets and traps and pick up a bow to fight them. The days in this forest last for minutes at most, and the seasons seem to never change unless you die.

Of course, you're not going to last forever. Once you die, you wake up again in a different woods, next to the same shrine. And then you have to do it again and again, until you progres far enough or forfeit.

Outpost is a roguelike tower defense game created by Open Mid Interactive.

This is a gauntlet. Prior perks, powers, and items are sealed away, and you start with **+0 CP** to use. However, failure does not mean returning home.

Drawbacks



Mandatory Boss Fight (Special, Mandatory)

Every five nights up to the first 50, you get attacked by a boss, a larger, tougher, more powerful version of the normal monsters.

You can't leave the gauntlet without forfeiting before you defeat a certain boss. Which boss you select determines how long you need to stay in. It also determines the multiplier that applies to the rest of the drawbacks. Total CP will be rounded down to the nearest 25 CP.

1. Ro'nag, king of the Orcs	Night 50 of Chapter I	x1
2. King Crawler	Night 5 of Chapter II	x1.125
3. Bat Mon	Night 10 of Chapter II	x1.25
4. Ghor'lok	Night 15 of Chapter II	x1.375
5. Crystal Golem	Night 20 of Chapter II	x1.5
6. Larry the Void-infused snail	Night 25 of Chapter II	x1.75
7. The Augmenter	Night 30 of Chapter II	x2
8. Renraks	Night 35 of Chapter II	x2.25
9. Antanax	Night 40 of Chapter II	x2.5
10. Mountain Crab	Night 45 of Chapter II	x2.75
11. Pterodactyl Herder	Night 50 of Chapter II	x3.175

Shrine Shatter (+400 CP)

When the core of your shrine shatters, you feel it. And it hurts a lot, as it seems every part of your body shatters with it. Expect to spend a few minutes catching your breath after each death.

In Total Darkness (+400 CP)

There are no days during which you can peacefully collect materials. Night has fallen over these forests. While your energy will still refresh regularly, monsters will constantly trickle forth to assault your shrine. This also means that trees cannot regrow. There are no breaks on the outpost train.

Mined Out (+300 CP)

There is no stone accessible on the map. Good luck making the more powerful turrets, traps, and support objects without mining.

Call Of The Void (+300 CP)

Every ten days, you'll get hit with the power of the Void, which will give you a boon but extract an expensive price. Sometimes the boon lasts for ten days, while other times it's an instant effect. Likewise, sometimes the price may extract a toll over ten days, while other times instant costs exact a toll that lasts until you die. Like stripping the shields from your shrine, or getting rid of all treasure chests on the map.

Void Unleashed (+300 CP)

Cannot take with only level 1 of Mandatory Boss Fight.

Following the defeat of Ro'nag, the Void overtakes the entire forest, and you are restricted to doing Chapter II runs. Normally, you would be able to decide if you wanted to do a Chapter I or Chapter II run after defeating Ro'nag. You can no longer do any Chapter I runs once you reach Day 51. Considering that the void-touched monsters are significantly more powerful, your progress will be slow and your deaths many.

Rage (+300 CP)

Rather than focusing exclusively on your shrine, monsters will also attempt to attack you if you're closer to them than the shrine. And you don't have any extra durability to ward off their attacks yourself.

Minion Escorts (+250 CP)

Normally, boss monsters attack alone, letting all your turrets focus on them alone. But now they attack with hordes of other monsters, distracting your turrets and making it more likely that your shrine falls.

Shorter Days (+200 CP)

Your days are half as long as normal, giving you half the time to gather materials and build your defenses.

No Doodads (+200 CP)

Each season, there are doodads- objects in the forest that help you. During summer there are lodestones that let you shoot faster when you're near them. In fall there are bonfires that empower your bow shots that pass through them. In winter there are snowmen that act as turrets for you. In spring there are flowers that reduce the cost of anything built next to them, but grow sprouts that block other construction.

Now you don't get any of those.

Cheap Map (+100 CP)

Your map no longer shows anything that you haven't seen with your own eyes, rather than being filled out automatically when you wake up.

Perks



Loaner Perks

Loaner perks are all free to use during the gauntlet, but must be paid for to be kept.

Voidproof (free)

Look, during this gauntlet you're going to cause a cataclysmic loss of Void containment. It's gonna happen. And the consequences are going to be pretty unpleasant for whatever gets exposed. Fortunately, you're mostly immune to the Void. As far as general atmospheric and ground exposure, you're perfectly immune. The water has more concentrated Void-stuff in it, so you're not completely immune. Provided you limit your exposure to a reasonable level (don't try and bathe in it, and don't swim in it too much) you'll have no long-term consequences.

Post-gauntlet, this applies to other such corrupting energies. If it can be used to corrupt an environment, you are immune to incidental or environmental exposure. Even focused or more potent sources have trouble harmed you, and if you have been exposed, you will eventually make a complete recovery.

You keep this if you beat Ro'nag, even if you don't beat your mandatory boss fight.

Simple Resources (100 CP)

When it comes to building something in a pinch, you can always make do. You can make turrets, traps, and a few other buildings using whatever materials you find around you. They won't be great, and there's a quality ceiling to what you can do with this, but making an automated weapon emplacement is simple.

You can also upgrade your tools and equipment using this, but there is a definite quality limit to what you can do and each upgrade will take more and more materials.

During the gauntlet this is instant, and can automatically draw from your Inventory Pack.

Energy Bar (100 CP)

You have a reservoir of energy that you can use to immediately complete a simple, manual task like chopping down a tree, fishing, mining a person-size deposit, picking a lock, or similar. You must be able to complete the task by yourself to be able to expend a charge on this. This is good for you, because when a day only lasts a couple minutes you can't afford to spend hours chopping down a tree.

All used charges are refreshed at dawn. You start with three charges and can add more through various methods. In-gauntlet, these are attuning to one type of runestones, putting down a bed, tent, or special crystal, and benefiting from summer. Post-gauntlet, you can get bonus energy by getting a good night's sleep.

Treasure Fishing (200 CP)

When fishing, you can fish up "treasures," immaterial blessings, that provide a small benefit to you and your allies. These last for a couple months, you can have up to six of them, and you need to find specific fishing spots where you can actually fish up a treasure. Each fishing spot can only provide one treasure.

Talent Through Defeat (300 CP)

Whenever you are defeated, you gain XP to spend based on how long it took to defeat you and how powerful your opponent was. XP scales linearly with difficulty and geometrically with time. This doesn't work if you throw the fight - you must have lost honestly. During this gauntlet, you may use this XP to get more resources from the area, get new recipes for Simple Resources, improve your Shrine, or improve yourself in a few minor ways.

Post-gauntlet, this serves to allow you to train faster by spending XP to train yourself. The more experienced you are in a certain way, the more XP is needed to make any progress in it. XP is banked and can be used at any time.

If you don't purchase this, you still keep the benefits you obtained during the gauntlet as long as you succeed.

Start Twilight (400 CP)

You may, at will, force your enemy to immediately make their move. This interrupts their preparations and means you can't be taken by surprise, timing-wise. Unfortunately the monsters in the gauntlet don't seem to need any preparation at all. It doesn't let you know how they're going to attack or with what, just that they'll be on the offensive.

Arcane Crafting (400 CP)

You can break down any enchanted item into a sort of "essence" determined by which world you got it from, what essence you used to make it, or what world's technology or techniques were used to craft it. In certain situations (like the Void breaking into the forest) a world may have the type of essence it creates shift. Breaking down an item is instant, and essence is stored within you.

You may then construct a new item using one of the essences that you have. Essence cost scales roughly cubically with power. You are limited in power by the most powerful item you have used, and are limited to giving the item abilities that have been on items you have used before. The form of the item must be one that you are capable of making.

Breaking down an item will not yield all the essence that went into it, so you will need to break down ten items of a similar power to what you want. The essence a given object will break down into is roughly cubic based on the power of the object. It is possible to convert one essence to another type, but doing so is only ten percent efficient.

Longer Days (500+ CP)

You have twice the preparation time that you should have. It's like the days are twice as long for you.

For an additional 50 CP each time, you may increase the multiplier this provides by +1.

Post-gauntlet, this not only affects you but also your allies. No one finds anything unusual about this.

Retail Only Perks

Start Pause (200 CP)

Whenever you revive or enter a new world, everything is paused. You can take some time to study the surroundings and plan. You can also act, but only if it does not involve moving from where you start. Once you end this, either at will or by moving, it can't restart.

Remote Mining (200 CP)

Rather than needing to walk up to every tree you want to chop down, you can instead harvest materials remotely, as well as loot chests from far away and attune to runestones. You can even fish from across the map. As long as you know exactly where the resources are, you can loot them. This does take the same amount of time and use up the same resources as doing it directly would and you can't do anything else except move around while using this.

Also, your Inventory Pack needs to retrieve the items that get dropped where the resource was.

Remote Placement (200 CP)

You may place down structures that are stored in an inventory or storage of yours at any point you can see. If you are crafting a structure, you may instead craft it at any point you can see, instead of right in front of you.

"Seeing" a location is having a sufficient amount of real-time information on the location. Looking down from orbit with the Mk. 1 human eyeball does not provide enough information to place a structure, but with 20/20 vision most people should be able to place a few kilometers.

Blue Campfire (200 CP)

Nearby you, your allies' (including things like turrets) attacks are empowered to do twice as much damage to their targets.

Lodestone (200 CP)

Nearby you, your allies (including things like turrets) are empowered to attack sixty-five percent faster.

Replenisher (300 CP)

Whenever you harvest a natural resource, you can choose to have the resource not be depleted at all by your harvesting. It even works if you leave a machine to do the mining or order

a subordinate to the mining. This doesn't work for created objects like runestones or treasure chests.

Exponential Booster (400 CP)

Whenever you provide a buff, it works as a multiplier. All your buffs stack multiplicatively on top of other buffs. In addition, if a buff would normally provide an additive bonus, it instead works as a multiplicative buff, with its value determined by what multiplier would produce the same effect on the target's original base value, beneath all its other buffs.

In addition, buffs applied to you follow the same rules. (This does not include fiat-only effects that come directly from perks.)

Items



Items are brought with you each time you revive. Post-gauntlet, they may be exported into other items that the Jumper already owns that are of a similar nature.

Shrine (free, mandatory)

A floating, rotating cube over a square pedestal, this shrine is the target of the monsters in the forest. Unfortunately for you right now, you're tied to it. A single touch from a monster will shatter it, starting you over.

Fortunately for longer runs, it can be upgraded via Talent Through Defeat to have a shield capable of surviving a set number of attacks and its own turret.

In addition, if you defeat Ro'nag during the Gauntlet, this follows you as a revival method and is no longer a weakness. (Even if you forfeited.) When you die, this resurrects you, grabbing any equipment you dropped at death and requipping it on your repaired and revived body. This can happen once per jump or once every ten years. The shield recovers one layer each dawn if it is damaged.

Inventory Pack (free)

This pack holds a large amount of raw materials. In addition, it can also collect materials you have harvested from any distance, having them fly through the air to you. It can also automatically retrieve materials produced by your machines and bring them to you.

Map (free/200 CP)

A small map attached to the inside or your forearm. It shows the area around your shrine, showing the terrain, as well as your own location and that of hostiles. During the gauntlet, it also shows the location of stone deposits. Post-gauntlet, it can center on your own location or any structure owned by you, and also shows your allies' locations. It can also be imported as a smartphone app or similar.

For 200 CP, it shows the location of important items like (in this gauntlet) runestones, treasure chests, berry bushes, and fishing spots. In addition, it can now zoom out and let you see an area 20 km across.

Toolkit (free/150 CP/300 CP)

A basic wooden axe that won't break from being used as an axe. While you can improve it those improvements will vanish each time you die during the gauntlet.

For 150 CP, you get a stone axe, a stone pickaxe, stone fishing rod, stone bow (don't ask questions) and stone shoes. They will not break if used for their intended purpose. They also provide improvements to their function (the shoes make you walk and run faster, the axe lets you get more usable wood out of a single tree, and so on.) While these can be improved the improvements will vanish each time you die during the gauntlet.

For 300 CP, you get a set of "void" tools, the strongest tools that can be made here. They are significantly more effective than the stone tools.

Consolidation Prizes (free/300 CP)

Each time you die or are defeated, you get a piece of equipment. More a badge or a token, it's main point will be the enchantments that provide boosts of some kind to you. The longer you last and the tougher your opponent, the better object that you get. Of course, the effects are random. None of the items you get will be cursed, but you'll be getting some items that provide enchantments that aren't that useful for you.

This is free during the gauntlet, and costs 300 CP to keep. Anything you get from this during the gauntlet can be kept, as well.

Inheritance (25CP)

You start after each revival with 9 wood and 6 stone. This may be purchased multiple times to increase the amount by an equivalent amount.

Post-gauntlet, each time you enter a new world or revive, you get a similarly-sized stash of basic materials for that world.

Berry Juice (100 CP)

This vial contains concentrated juices from the berries that grow in this forest. Drinking this fully fills all of your energy pools, as well as mentally and physically refreshing you. However, you can only benefit from these berries once a day. During the gauntlet, you get one each time you die. Post-gauntlet, you get one each day until you have nine so you can share.

It also tastes pretty good, too.

Runestones (200 CP)

Normally the runestones in a given section of forest are randomly placed there. With this, you keep the runestones that were around your shrine, but the chances of a new one being

in place to be added to the collection is low. In addition, you still need to go around and attune to all the runestones each time you die.

Post-gauntlet, you gain one or two new runestones at the start of each jump and each time you use a 1-up. You maintain attunement to the runestones unless you deliberately break the connections.

Wisps (250 CP)

Each day, at dusk, a wisp visits you. This ethereal bit of light will either upgrade your tools and equipment or give you a small amount of resources. Each wisp will upgrade a single tool or piece of equipment you have, if it does upgrade. It cannot upgrade equipment if you cannot, but it will complete any upgrade it performs instantly.

You may designate a tool to not be upgraded by wisps, if you want to do it personally.

Conclusion

So, you're done. All your stuff is unsealed and the drawbacks are shut off.

If you forfeited but still managed to beat Ro'nag, you get to keep your Shrine and Voidproof.

If you beat your required boss, you get to keep everything you paid for. Oh, and I'll give you these **Two Keys**. They'll let you come back to this world later, if you want to try looting it. The green one takes you to a region of the forest that's clean of Void, while the purple one takes you to a region with heavy Void contamination. You only get a few hours to poke around and time keeps running if you're in the middle of a jump. You can only use them once a jump, too.

Now decide:

Continue On:

Pick another Jump or Gauntlet to go to.

Go Home:

Alright, I suppose.

(You can't stay here - the Void is wrecking this place.)

Notes

For celestial time measurements, in the absence of those (like being on a spaceship or in a plane of existence without a sun,) you may use the schedule of the last place you were at that could use celestial time measurements or use Earth's schedule instead.

Yes, you can get in-universe versions of Remote Mining and Remote Placement, but those have an absolute upper range limit.