

The Witch's House Gauntlet

By zellat451

Version 1.0

Welcome to The Witch's House Gauntlet, Jumper.
You have **0CP** and only your **Body Mods**.

Your Gauntlet starts now.

Black Cat



Hm…? How peculiar, meow. Welcome to my playground, traveler.

What's the matter? Never seen a kitten before? Meow, let's hope that you'll overcome your confusion soon or this world will eat you whole.

After all, since you're here you might as well join me for a game…

Black Cat

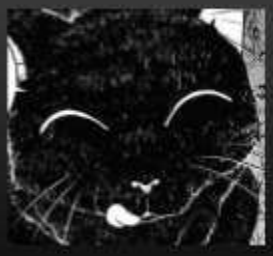


What game, you ask? Well, I like to call it The Witch's House. You can think of it as a more advanced form of hide-and-seek. Based on old memories of mine…

Your goal is dependent on what role you choose to play. As for the rules…

Meow. Simply survive, that'll do.

Location



Black Cat

Meow. Welcome to the Witch's House. It's where you'll play our little game. It's more of a mansion with all the additional magic space inside, really…

Full of deadly traps, full of monsters and stolen souls, full of magic… And there's a thick magical forest blocking the exit, meow.

Enjoy your stay.



Age & Sex

Black Cat



Meow. You humans need a body, don't you? I like this cat-shaped shell myself…

Still, the characters were always humans, and children at that, after a fashion, meow. So will you be. They were also girls… And so will you be unless you give me **50** of these CP.

It matters, meow, but only a little.





Origin

Choose one. Your Origin offers a 50% discount on all relevant Perks. Discounted 100CP Perks are free instead.



The Innocent

Here again? I thought I had taken care of this for good…

Ah, I see. You want to take my place in this little game? Gladly. I have better things to do than outsmart a naive idiot once again.

Your goal is to survive and escape the house and my dear "friend" inside, even as they try to kill you. Bye.



The Monster

*...no…not, again…can't… …please…… *please…**

(The Monster's goal is to hunt and kill the local Innocent before they can escape or kill you. The house will help, but not on your orders.)

(If you can, fulfill a naive girl's wish and get her body back, would you…?)

Drawbacks



Just For A Day (+50)

"Just for a day", she said as she took over the body of the one who saw her as a friend, leaving her behind in that dying shell.

Naivety is a trait often found in one who understands hope, joy, happiness, but has yet to understand pain and betrayal.

"Just for a day" they'll say, and you will believe them. You will believe until the clock hits midnight, but no one will come.

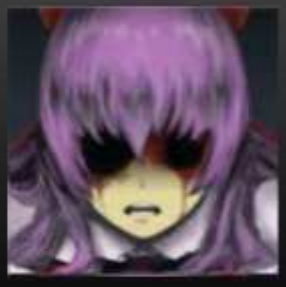


Limbless (+100 / +200 / +300)

Many things happened to destroy the witch Ellen's mind and humanity. Just before the switch, she decided to reflect that upon her body, to torture her "friend" Viola.

Getting both legs amputated was the least of it.

Some of your limbs were put to the butcher's knife. One, two, or three. Until you leave, they will not return.



Eyeless (+200)

Another part of it was getting her eyes gouged out. On Ellen's, the true Viola's face, only bloody holes remained.

Like her, your eyes are missing. You are incapable of any form of sight, and your empty sockets constantly throb with phantom pains which will never go away.

Still, your other senses are much more sensitive as a result.

Neutrality (+400)



A quality demonstrated by both the demon and the witch throughout the story. You could also call it emotionlessness, or a focused form of sociopathy.

You are objective-driven. You do not feel, you do not care for anything beyond your own wants and desires.

What horrors will you commit due to this, in such an environment?

Falling Apart (+600)



Like Ellen, then poor Viola trapped in her body, you are falling apart at the seams and your death is now inevitable.

The feelings of weakness and pain are permanent residents within your body, making it hard to even stand on your own feet.

You have one hour left before you die. If you are fast enough, you could end this story within thirty minutes. Good luck.

Perks

General



Demon's Deal (600)

Yo. You didn't forget about me, did you?

I can't offer you the same contract I gave Ellen, not if you're just going to leave in a few hours at most. Oh trust me, I would love to, meow.

So many souls, so many different beings, so many unknown tastes…

Sadly, I'll have to make do with only yours, meow.

So, Jumper, how about a contract with this demon? A bit of a tweak on Ellen's own deal. Her rebirths were a consequence of being mine, but for you I could make it the core of the deal instead.

So, here's what I'm offering, meow.

Every time you die, I'll turn back time for you.

You heard me. Full resurrection via time erasure every time you die, meow. And you'll remember your failed "runs" every time.

There are limits, of course.

Firstly, it only starts working after you choose an objective, a goal. So long as you die trying to fulfill that objective, or "in the line of duty" so to speak, you'll wake up back at the moment when you chose that objective.

Meow. I'll allow you to set "checkpoints" so you don't have to go back to the very start every time you die. This lasts until the objective is fulfilled.

In exchange for that service, here's my part in this, meow.

For every death "covered" by this deal, you owe me a soul. Just kill something with a soul with your own hands and I'll take it from there. You can't start a new "loop" until your debt to me is paid back in full. Okay, meow?

As for the real catch: my blessing will keep working until the moment you fulfill your objective, no interruption.

Why's that a catch, meow? Because if you give up on your objective or try to fulfill another objective that has nothing to do with it while under my blessing's effect… You'll immediately die and I get your soul as recompense.

So, once you activate this power you better hyperfocus on your objective and fulfill it at any cost, meow. Or become my food.

The Innocent



Puzzling Instinct (100)

It is a strange and magical place, the witch's house. There, bloodstains might hide lethal spikes, ghosts of monsters might kill you for not giving them a ring as you pass by, and bears might eat you whole in reprisal for hurting a teddy.

You have a unique sense for traps and puzzles. Your eyes are naturally drawn to the pieces and mechanisms you need to keep track of to stay safe, and to solve the mystery in the room.



Survival Instinct (200)

"Survival Instinct". That is Ellen's justification for her ruthlessness, coldness, and cruelty. She does not care what she has to do in order to fulfill her desires, nor does she ever seem to lose her calm demeanor.

You too share this ability to casually freeze your emotions when required. Though you still understand the horrors you commit, you do not hesitate anymore if you feel they are necessary.



Immortal Soul (400)

Perhaps not a soul, but one thing we can be certain the witch Ellen has always had is an immortal will.

The murder of her own family, the loss of all she cared for, a slow and inevitable death, centuries of boredom and loneliness…

Yet, there she stands, willing to live at any cost. The witch does not break, and with a will like that, neither will you.

A Hope Eternal (600)



At death's doors, a demon offered a deal. After repeated failures to find a cure for an illness, a spell to switch bodies was given. After centuries of loneliness, a friend came by. And trapped in a murderous house, somehow, there was a way out.

This is your life. There is *always* a way out, an escape from your predicament, something you can take advantage of and exploit for your benefit. So long as you never give up hope.

The Monster



The Magic Touch (100)

Hidden spikes, murderous doors, man-eating teddy bears, and dozens of other lethal, hidden dangers. This house is full of them, and you can replicate most in time.

You have a spark of magic that allows you to hide things under the guise of something else. Disguise spikes as a blood splatter? Easy. Make a key into a pig rib? Sure. A meat grinder as a locked door? Find a meat grinder, and it'll only take a minute.



Stare Into The Void (200)

"And the void stares back", as they say.

Somehow, Viola-turned-Ellen was able to chase after her target across an entire mansion with her eyes gouged out. How? The answer is probably magic, but you have better.

Your five primary senses are always accessible at peak human level, no matter what happens to you.



Crawling Nightmare (400)

There is something deeply disturbing about a detached upper-body crawling after you… And catching up.

Crawl as fast as you can sprint, lift yourself with a torn hand, and more. No matter how mutilated you are, Jumper. No matter how much blood trails behind your soon-to-be corpse.

So long as you breathe still, your movements are unimpeded by the state of your body.

Witch Magic (600)



Despite the cruelty of Viola's fate, it was not without benefit for within a witch's body is a witch's magic.

There is little this cannot do. In time. For now, you may cause overgrowth to block paths with your spells. If you wish to learn and do more with it, you'll need to sacrifice the souls of others.

If you wish for power, gather it with your own bloody hand.

Items

The True Magic (50)



A set of eleven songs and musical tracks taken straight from the game. They really help setting the ambiance, soothing the soul, and they stab into one's feelings like nothing else…

It comes with a rather good quality sound system of your choice.

Witchery In Style (100)



Do you like the local aesthetics? You may keep them and apply them across your Warehouse if you so wish.

Of course, this is merely a visual filter.

Hey! And while it's active, you might be visited by a kitten every now and then!

Jumper's Knife (200)



What happened to this thing? No one knows. It reeks of witch magic, and seems to be imbued with the very idea of murder.

It can be summoned to your hand as you wish, and can murder absolutely anyone permanently, negating their ability to stay alive.

Regardless, this is still merely a small kitchen knife.

The Diary of Jumper (400)



A seemingly common, leather-bound diary.

It fills itself constantly as you live your life, taking succinct yet detailed notes on its infinite pages.

Many times, it will take note of something you did not. Up to and including someone else's point of view about your adventures.

Magic Mansion (600)



As you leave this world, you keep with you a copy of the Witch's House, to either place into future worlds or keep attached to your Warehouse.

Though it may look like a two-story house from the outside, it has as many as five floors, all increased greatly in size with magic, and plenty of secret passages, magic traps, and monstrous inhabitants. All of them will answer only to you.

On top of all the space and magic, the Witch's House comes with a rather large forest attached to it, full of common plants and animals.

No matter what you do with your property, know that no one may die in here without your express permission. They'll merely be brought back to life an instant later if they do.

The bloodstains stay, however.

Ending

Move On

Black Cat



Good job, meow.

That was almost as touching as I remembered. Ellen and Viola really made me feel things I sorely miss…

Before you go, I heard something about Perks becoming part of your Body Mods? Eh, if you understand it that's good, meow. Bye!

Black Cat



Did you successfully steal back Viola's body as a Monster origin? Wow, meow! You're really impressive!

Then, here's a gift: Viola herself. You can take the really hurt teenager with you if you want. I'll even let her keep her magic.

Meow, I'm not really sure why you'd want a broken human as a Companion, but she insisted on following you. Your choice!

Notes

Clearer Gauntlet Goals

As the Innocent, there is a monster in the house who wants you dead. You essentially take the player's place as "Viola". Your goal is to escape.

As the monster, you take the place of "Ellen". Your body is not broken, though. Your goal is to avenge your predecessor by killing "Viola" for good. In that case, she does not have access to her ability to reset anymore. If you can steal back Viola's body somehow, you get bonus points.

More on the story (Heavy spoilers)

A girl named Ellen is born in the middle-ages with an illness that wrecks her body like cancer. When she grows to about 7 years old, the lack of love from her parents, her inferiority complex, and the pain from her illness reach a peak that leads to her murdering her parents with a kitchen knife, then setting the house on fire.

Ellen lets herself die in an alleyway when she is found by a black cat, really a demon in disguise, who offers her a deal: her illness would be healed in exchange for many human souls. As a result of that deal, Ellen is granted magic powers, a magic house, and slowly grows to become more and more ruthless and cruel as a person.

She quickly realizes that her illness wasn't healing. Rather, she wasn't dying and the demon would keep resurrecting her if she did die, keeping her seven years old both in body and mind. It didn't fix the pain and weakness from her body falling apart though. So, in order to earn that spell, she uses her magic house as a lure for people. Her "friends" visit her, she kills them and then offers their souls to the cat.

Eventually, two centuries later, she learns a spell to switch bodies with someone, and decides to leave her broken shell behind for a new healthy one.

Viola, an eternally joyful and really kind teenager, is Ellen's latest friend. Ellen asks her for help: she would borrow Viola's body for a day and enjoy life, while Viola would waste away in Ellen's body in the meantime.

Viola agrees. Ellen takes the opportunity to cut off her own legs and gouge out her own eyes before casting the spell, so as to force Viola to “enjoy” an even more painful fate that she had to suffer so far. Eventually, Viola’s screams get on her nerves and she feeds her a poison that damages her throat and leaves her mute, presenting it as a painkiller.

Ellen, now in Viola’s body, replaces Viola in her life. Viola, now in Ellen’s body, is actually okay with that and doesn’t mind dying in her friend’s place if only so she can finally enjoy life. However, the magic left behind in Ellen’s body gives Viola a vision of what exactly Ellen would do to her family and everyone she loves: pretty bad things.

So, using the magic she has access to, Viola as Ellen forces Ellen as Viola back into the Witch’s House and locks the exit, thus starting the game.

As Ellen, even in Viola’s body, is kept immortal by the demon cat, she is guaranteed to escape the house. In the true ending, “Ellen” chases after “Viola” throughout the entire place, keen on stopping her, and even chases her outside when she finally escapes.

There, “Viola” talks to “Ellen”, revealing the whole truth to the players and stabbing her dying body in an eye socket for good measure, hoping she’d just die for good and be done with it.

Viola’s father eventually arrives, worried for his missing daughter, and mistakes “Ellen” as a monster. She cries for help from her dad, but the poison that damaged her throat suppresses her voice and the fact that she’s bleeding from literally everywhere does not help.

Viola’s father kills his own daughter with a shotgun, and takes “Viola” home.

Yeah, fun story, all that.

Sources

The game.
Pictures from the wiki and deviantart.

Changelog

Version 1.0

- Made a Jump / Gauntlet