

Idle Apocalypse Gauntlet v1.0
By Orz

Since Sid was a little boy, he has dreamed of one thing: destroying the world! In pursuit of this goal, he spent a whole nine months raising a cult, and even overthrowing a king. Now he's built a grand dark tower, with which he shall open up a portal and call forth the Idols, a grand family of deities made of pure evil that shall destroy the world!

Except he made a minor mistake when he was reading the piece of scripture that started all of this. Namely that they are not Idols…but Idles. As in, all but the youngest have something that makes them unwilling or unable to get off their divine hindquarters and do the job. To say nothing of the Champions working to stop him, including a cleric capable of restoring all but the most annihilated of worlds to their former glory with a simple snap of his fingers.

Let's see if you do any better. You have **0 Choice Points**. Good luck.



Drawbacks

Monologuer (+100): Mwahahaha! Maybe it's something about the evil magics you've been handling, maybe you just *really* like the sound of your own voice but in any case you just can't help going on long speeches about how *feeble* your foes are, how *inevitable* their defeat is, how the world will soon be *destroyed*, yadda yadda yadda.

Like The Buzzing of Flies (+100): For whatever reason, there's something about your cultists that just drive you up the walls.Their voices are scratchy in grating, they regularly pick their noses, they might even mouth breathe. Whatever the issue you're sure to find yourself twitching in annoyance on a regular basis from dealing with this nonsense.

Lay Off The Potion (+100): In order to 'restore your magical powers', you've taken to carrying around a bottle of 'mana potion' and drinking it at regular intervals. Of course, overuse of mana potion in such a way causes symptoms such as slurred speech, impaired vision and lack of coordination but it's all for a good cause. Totally.

Zzz… (+200): Do you have to do anything around here?! For some reason your cultists are a particularly lazy bunch, skeeving off work and greatly reducing in efficiency whenever you don't have a direct line of sight to them. You're likely going to have to make regular rounds of the Tower if you want to get anything done in a timely matter.

Logistical Issues (+200): Normally you won't have to bother with things like food or spare robes for your cult but now you actually do have to figure out how to keep your people supplied. And with the adventurers blockading things that's easier said than done. Perhaps digging some form of smuggling tunnel is in order?

Colorful Cast (+200): Where do they find these people!? Along with the expected trio of Swordsman, Gunslinger and Priest you'll have to deal with other adventurers as well such as the Rogue and Barbarian. Did someone put a bounty on your head or are you just unlucky?

Ding! (+300): What are they talking about? Experience points? Leveling up? Oh dear. It seems that the more monsters the adventurers attacking your tower slay the more powerful they become, forcing you to regularly send stronger forces into the meatgrinder if you want to successfully hold their constant assaults off.

Family Matters (+300): It seems that your sister had the same idea as you, constructing a tower of her own as she attempts to free the idols herself. If she manages to do so not only will you be utterly humiliated but you'll fail the gauntlet so you'll have to hire adventurers to raid her tower and put her tower (and stupid jealous plans) to the torch.

Perks

Cult Following (100): Running a cult is hard but you have the charisma and sheer confidence to actually pull it off. The weak-willed and stupid hang shall off your every word although the smarter and more determined (like a certain group of adventurers) will just roll their eyes at your foolish nonsense..

Evil Magicks (200): Dark magical power flows through your fingertips. While a Spell Factory would be able to send a constant automated bombardment on your foes, you're not afraid to get your hands dirty and cast a few Dark Fists or Hellfires of your own. Depending on just how poorly your defense goes this is something you might find yourself quite grateful for.

Ancient Secrets (400): You're a master at finding secret and hidden lore that other less open-minded fools would brush off as mere myths. Search hard enough and you might even figure out how to…oh say, excavate an ancient magical portal forgotten by the world and use it to call forth a family of calamitous gods to destroy the entire world.

Through The Portal! (600): Oh no! The adventurers are at your front gates, have slain your armie and now are coming for your head! Better slip through this otherworldly gateway and start a resistance from the other side! Once per jump, when you find yourself in a state of certain doom you'll find yourself with a way out of your situation, even if it's risky bordering on suicidal it's still better than flat-out dying!

Items

How To Run A Cult For Dummies (100): This book contains everything you need to know to run a successful cult. From the basics to more advanced methods with this tome at your side you'll at least know the theory on what you should be doing even if putting it into practice is another thing entirely.

Mighty Hammer (200): This hammer is not a tool of combat but construction. Owning it will not only allow you to build rooms and mechanisms with much greater ease and reduced waste but will share this power with all of your forces as well.

Ancient Scepter (400): This ancient artifact not only greatly reduces the cost of any spells you cast as well as amplifying their power but applies the same effect to all of your forces. It's also a weighty metal stick that you can brain your foes with in a pinch.

Spanner of Power (600): This not-so-ancient artifact is a miracle of magitech. Owning it will have you finding that any and all machines you have run with much greater power and efficiency from generators of all types to mortars and tesla traps.

Rooms

While you can build any of these Rooms within the Gauntlet, purchasing them here lets you have them from the start, as well as keeping them after Apocalypses.

Great Hall (Free!): A massive and dramatic entrance chamber complete with dark marble pillars, braziers burning with eerie blue flame, a towering statue of an Idol of your choice and even seemingly sourceless background music. Really catchy stuff, too.

Mud Farm (100): This room full of mud and filth is perfect for growing greenskins. From weak and sniveling goblins to cunning orc mages to towering ogres, a little love and tender care will result in this putrid muck turning into a horde of your very own.

Combat Generator (100): This odd device can be powered via intense physical effort or magical lightning and somehow causes your forces to deal 100% more damage, with the bonus slowly reducing as the machine loses its charge.

Dark Generator (100): This odd device can be powered via intense physical effort or magical lightning and pokes pinprick holes in the fabric of space and time, allowing the deaths of your forces to generate 100% more Dark Energy, with the bonus slowly reducing as the machine loses its charge.

HR Department (200): A room that can be as infuriating as it is effective. As it turns out, making the conditions that your minions live and work in can make them work much harder while increasing their loyalty and might even let you recruit more easier. Who knew?

Arbitrarium (200): A magical greenhouse of your very own (not to be confused with the actual Greenhouse that grows plant monsters) that allows you to grow all kinds of reagents from Roots and Vines to Bone Wood and Poison Ivy.

Hatchery (200): This egg-filled room allows you to breed more animalistic creatures for your army. From giant spiders to blood bats and even horrible Cockatrices. Unleash the dogs of war! Or the arachnids at the very least.

Crypt (400): Dark, decrepit and with a seemingly endless amount of corpses, this room is perfect for raising an undead army, from mere zombies to skeletal mages to even the powerful liches to rain necrotic death upon your enemies. Untiring and magically bound to your will, the dead march on your command.

Mine (400): This particular bountiful patch of underground earth holds untold riches for the taking, or at least incredibly useful materials. From raw stone and dullium ore to shinium ore and even mystical blood runes all for the taking with enough manual labor.

Treasury (600): This massive pile of riches holds a very special power. Namely, the ability to generate a slow but steady stream of treasure for your personal use. While a close inspection will reveal the contents to be fool's gold the riches it creates are very much real, from coins, goblets to beautiful jeweled necklaces. You can even greatly speed up the process by pouring in suitable raw materials to create the objects in question.

Dark Well (600): This ominous well might actually be a secondary entrance to the Nether World because the more Dark Energy you pour inside the more powerful the Idols become, ready to spread chaos and destruction on this pathetic spinning ball of dirt.

Weakening Totem (600): A temple to…er, is that Cthulhu? In any case, sacrificing Dark Energy here will cause your foes to slowly weaken as their strength and good health fades away. Not enough to outright kill anyone but you'll find adventurers much easier to deal with when they're a full ten percent weaker than they would be normally.



VICTORY OR FAILURE

Depending on just how well you do, you'll unlock various rewards. Accomplishing later goals will also provide you with the rewards from the previous ones unless otherwise noted.

Tier 1 - Failing to even reach your first Apocalypse before giving up or being slain will result in you being bodily ejected from this world with nothing but the **Robes and Mask** you currently wear as a memento of your extreme failure.

Tier 2 - Calling forth at least one Idle from the Portal and unleashing the Apocalypse will allow you to keep **The Tower** that you created, as well as any **Perks and Items** you purchased here.

Tier 3 - Managing to bring forth the entire main family unit of Idols (Larth, Morag, Gurth, Rick, and Princess Pricilla) will allow you to take **Your Cult** with you on your jumpchain. Any ineptitudes caused by Drawbacks will be removed but sadly any caused by their base nature as slavishly loyal minions will remain. They're your problem now.

Tier 4 - Causing enough destruction that you manage to attract the attention of Grandma Doris and unlock Gran's Wool And Tech Shop will give you access to **Replay Tokens**. You gain three of them at the start of each Jump and can spend them to redo events while still retaining any gains you made from your previous attempt, with you needing to spend more depending on the length of the event you wish to have a do-over with. In video game terms, you'd need to spend one to redo a side mission, two to redo a DLC, or three to redo the main campaign.

Tier 5 - Doing enough damage to the fabric of the universe that you manage to set Grandpa Norbert free and unlock Gramp's Nether Shop will give you access to the **Scrolls of Arcane Might**. You gain three of them at the start of each Jump and they can be used to create some kind of massive effect in your favor such as increasing the amount of loot you gain from foes or boosting the damage you and your minions deal. Each effect you instate will last until the end of the current jump.

Tier 6 - The time bomb is complete, the hour of Doomsday is nigh..and you have a choice to make. If you choose to side with Grandma Doris you'll claim the title of **The Destroyer** as the raw power of destruction now acts on your command. Even time and space unravel to nothingness at your will. If you choose to side with Grandpa Norbert you'll claim the title of **The Conquerer**, able to create unbreakable chains that bind the bodies of your foes and sap at their willpower, eventually turning even gods into your loyal slave. But…if you give it all up and turn away from this dark path you will receive the title of **The Redeemed**, not only gaining a glowing and majestic angelic form complete with functional wings but an aura such peace and tranquility that you'll find that even the most vile of fiends can be talked around to the side of good with enough effort and patience.

THE END?

Whether you choose to **Go Home** to your original world, **Stay Here** in this one, or **Move On** to your next Jump, I hope you enjoyed your time here.

