

This document is an addon to the Binding of Isaac Gauntlet. There is as much that has been added except for Scenarios

Additional Drawback

Repentance (+600 Pennies): With this drawback you have added more enemies, bosses, and items to your endeavors. Now the content from Repentance have been added to the gauntlet. It is the only way to gain access to the scenarios in this supplement (outside of Guardian of Isaac). Also beating the gauntlet normally will also give you dad as a companion who can transform and have the powers of Bumbo.

Power

Blessings of Heaven (200 Pennies): Whenever you enter an Angel room, you will always be given an Angel Room Item

Item

Scythe of Samael (200 Pennies): A decent scythe that can cut through enemies. But what makes this one special is that it can shoot a spectral scythe, once its users concentrate enough.

Scenarios:

Guardian of Isaac:

When Isaac fled to the basement, you (his brother) follow in after him. So instead of being Isaac, you are his protector. Your goal here is a simple one. Protect Isaac from run to run until all the bosses have beaten at least once.

Reward: Isaac himself will be joining you. Seeing that you were willing to help him get to safety. As a nice little additional reward you are now Isaac's sibling.

Golden Guardian (requires Isaac's Costume Collection item and Repentance drawback):

This is essentially Guardian of Isaac but multiplied by 17. You know those costumes you bought? Well they're not costumes anymore! Each costume has now become a separate person, a separate child to be exact. They all look so lost and innocent. You can see where this is going: Escort each child from run to run until all the bosses are beaten.

Reward: Isaac and the gang will join you on your adventures. By gang I mean the other playable characters from The Binding of Isaac. Just a heads up if any of the mods adds characters you will have to escort them as well. Keep that in mind when purchasing "Modded Content" perk. (For example if you have the Binding of Undertale Mod added; you will have to escort each character from that mod), but hey you get those modded characters will also join you on your adventures.

Ultimate Guardian God (requires Isaac's Costume Collection, Repentance drawback, and something special):

Eh who are these kids? They kind of like altered versions of Isaac and those other kids. Well, the more the merrier I suppose. But to escort these you must first find them. To do that you must a special key to reveal a special door in Isaac's house. Once that door is open a child will be there (Note: these will be altered versions of the Playable character in Repentance) walk up to the child they will be teleported back to Basement 1. Escort each altered variation of each character for your reward. Little word of warning though some characters' altered versions come with a crippling drawback so better be ready for it. There is another catch to this you will also have to go through this one more time, except you will be alone. It will be as hard as combining hard mode and ultra-greedier mode combined. Resources (Bombs, Coins, Keys, and Hearts) are scarce, shops are more expensive, bosses are stronger, and you will not be able to progress to the next chapter unless you beat every boss that exist in that chapter; in addition,

every time you go down a floor more champion variants of enemies will appear. Also, curses are more abundant during this run. The path of this run will go like this: Basement-> Cellar -> Burning Basement -> Downpour-> Dross-> The Caves-> The Catacombs-> Flooded Caves-> Mines-> Ashpit-> The Depths-> Necropolis-> Dank Depths-> Mausoleum-> The Womb -> Utero -> Scarred Womb-> ??? -> Sheol-> Dark Room-> Cathedral-> The Chest-> Corpse-> Void. After you complete Void you will be sent to Gehenna to obtain Dad's Note and you will progress backwards. From here you will have a long trek back to Basement 1 and to gain access to Home. Once at Home you will find that things are much different from the previous 34 times you have been there. For one it has gotten bigger with an additional 17 rooms each occupied by one of (two in the case of Jacob and Esau) the other characters. Go into those rooms and wake them up; they will join you for this last part. Now head to the living room to face Dogma and be greeted by a dark reflection of yourself called Penance. The way to defeat him you and the kids must work together to defeat this maniacal monstrosity. It won't be easy it will have access to the abilities of Hush, Mega Satan, and Delirium so expect a frantic battle. Once it's beaten the door to the outside will be open. Leave the house to receive your reward.

Reward: Isaac and his new friends will be imbued with new abilities. And so are you! Now you have the title of Guardian angel. With it comes some unique boons: First, people trust you a bit easier. Second you have access to some angelical projectile attacks. Now for the kids, each child will be combination of their original and tainted versions of themselves in addition to the following:

Isaac will now be in his boss state. And has the benefits of the Guppy Transformation

Magdalene will become a healer, able heal others and remove curses

Cain will be able steal money and other items from others

Judas will be able to conjure some dark spells.

??? will be in his boss state and has the benefits of the Beelzebub transformation

Eve will have access to offensive magic and hexes to use against enemies

Samson will have a jawbone themed club to use as a weapon and has his iconic strength from his story in the bible

Azazel trades his demonic brimstone for Revelation, and his flight speed is doubled

Lazarus has a healing factor. When dies and becomes Lazarus Risen his blood related attacks are twice more effective.

Eden has access to light magic.

Lost gains a body, keeps his normal advantages, and his holy mantle can become a bigger forcefield for a short time (1 minute)

Lilith she gets her eyes back (allowing her to use tears like Isaac and the others), her Box of Friends item is now in its pre-nerf state.

Keeper gains the ability to obtain money more often as well as get tougher as gets more money.

Apollyon gains flight and has outstanding crafting skills.

Forgotten reclaims his flesh and his bone weapon becomes scythe

Bethany will have access to soul fire themed magic use against her enemies

Jacob and Esau and abilities that one of them acquired the other will obtain one that compliments it.