

Journey Gauntlet

Welcome to the sand-swept world of Journey. The sun shines down on this endless expanse of sand and ruins, and a solitary, massive Mountain dominates the horizon, with a blinding light nestled at its peak. This is a desolate place, with no greenery whatsoever — that is not, however, to say it is without life, just not life as many would know it. Creatures made of beautiful red cloth float on nonexistent currents of air, forming beautiful patterns and dazzling displays contrary to how the wind blows otherwise.

You are not expected to spend a full ten years here, Jumper. In fact, it took only two days for your predecessor, the original Traveler, to complete this Journey. Whether or not you take longer, however, is entirely up to you, and the difficulties you place upon yourself. Death is not a risk here, so do not worry yourself about that; you only leave when you have completed your Journey, either by ascending to the peak or leaving this Jump and its perks, items, and rewards behind out of frustration.

You begin with naught but your Body Mod, not even choice points, descending from living starlight a few miles away from the first step of the ancestor-carved path to the peak.

Age and Gender

Choose any gender you please, as it is meaningless here. You are as old as time itself, and yet also just born from starlight.

Race

Rythulian (Free)

A mostly featureless creature with dark black skin and two, glowing eyes, born from starlight descended to the sands from the peak of the Mountain. This alt-form does not require food or drink, and may meditate for four hours instead of sleeping, allowing you to contact ancestral Rythulian spirits for knowledge of the history of the world. Regardless of what world you are in, this is displayed as stylized tapestries of intricately woven cloth, and is sufficiently vague as to only be useful when there is no other source of historical record on hand.

Perks

Wind-Woven Wings (Free) [BodyMod Improvement]

Perhaps the Rythulians are a distant relative of the enigmatic cloth creatures, or perhaps their specialized weaving techniques allow them to borrow the abilities of said creatures. Regardless, like the Traveler, you now have an extremely limited form of flight. This starts at being able to generate thrust for only a half of a second at most, but as you explore this world and collect the souls of fallen Travelers in the form of glowing runes hidden across the land, you can eventually build up to ten seconds of thrust; if rationed well, this could take you several stories up, but be mindful of keeping some thrust in store in case you fall; not all worlds are as deathless as this one. Your **Wind-Woven Wings** recharge somewhat quickly when in close contact with other living beings.

This perk persists anywhere your Body Mod does, though if you seek true flight you may simply want to take Body Mod's wings. In future Jumps, your flight is by your own power and starts with the ten seconds of thrust — here however, it is powered by a scarf you gain from said glowing runes. Avoid tearing it.

The Ancient Music (Free)

The Rythulians condensed information and energy into musical tones, associated with a glowing symbol from their written language. Every person has their own associated mark, chosen by the stars themselves. By singing their tone, one can transfer a share of their personal stores of energy to any nearby, with the range marked by the volume of the note. You gain one such mark, and the ability to speak your note clearly. With practice, you may be able to transfer more than just energy — ancient Rythulians eventually learned to communicate entire visual media in seconds through their music alone. This can act as a way of channeling one kind of energy into another, such as charging someone's **Wind-Woven Wings** through your own stamina or spiritual power, but you cannot supply yourself through the Music, only others.

Guardian's Eyes (100)

The Guardians crafted by the Ancients were designed for seeking and collecting energy from the red cloth-creatures at all costs as they became endangered from over-harvesting. You gain a similar sense for the location of what you seek, having an uncanny sense of intuition for where you can find things. This can be as specific as your favorite pencil, or as wide-ranging as any glowing rune nearby. This isn't unerring, and it can really only help if the object you are seeking could technically be found by roaming around aimlessly for maybe ten minutes, but if something is hidden behind a curtain or under somewhere you might not think to look, you'll know where to start if you set out to look for it.

Reflection (100)

You can now benefit from the same form of meditation your Rythulian alt-form does in any form, and the specificity of the stories that the Ancients tell is improved vastly, though still only told through a silent visual medium. Instead of just learning the general nature of events that transpired, you may additionally learn details, including how the events of the past shaped the present, and the causes of these events. Your six meetings with the ancestral spirits this Jump will be similarly detailed, letting you learn more of this world than the game you may know this world from ever told.

Standard Form of Greeting (100)

You can put a lot of meaning into a simple action. You can convey simple concepts that take only about three words to say by performing a simple action. Say hello by falling flat on your face, for example. Others somehow understand your meaning innately, transcending language and modes of thought.

Glyph Transcription (200)

Like the Ancients, you know how to transcribe **The Ancient Music** into glyphs, letting you store energy for others to tap into, or work any other effect of **The Ancient Music** into writing. With as little as a few decades or maybe a century of training, you may be able to bestow **Wind-Woven Wings** like glowing runes do with your own power, though writing such a rune is strenuous and painful as you substitute the soul of a fallen Traveler with your own pool of energy and vitality.

The Traveler's Grace (200)

Through a combination of your **Wind-Woven Wings**' natural, passive capacity and your own skill, you have obtained a certain buoyancy in the air. You fall slower, and are able to control your movement in mid air to a fairly incredible degree without the use of your **Wind-Woven Wings**. You are naturally an expert in their use, making the most out of the thrust you have, and as an added bonus, you will not be injured by a fall at any height. Beware, aside from your gained mental skill, this does not have the same BodyMod integration that **Wind-Woven Wings** does. Watch out for big pits in other Gauntlets.

Red and Gold (400)

Your pool of natural energy is deeper than normal, and you may find yourself more closely tied to the red cloth-creatures of this world than you otherwise would. Your **Wind-Woven Wings** now have a maximum capacity of 15 seconds of thrust, tied to your BodyMod in a similar manner to the perk itself. Additionally, though this is *not* tied to your base form, you may find that pools of spiritual energy such as mana, ki, or spell slots tend to be about 1.5 times deeper compared to the average person of your ability.

Thimble Upon Your Index (400)

The mechanics and theories behind the intricate mechanical structures the Ancients built using energy harvested from the red cloth-creatures are now yours to wield. You gain an understanding of the ancient, lost technologies seen in-setting, such as levitating structures, massive works of engineering, and limited but effective artificial intelligence, as well as how to apply these theories in other Jumps and how to shift their power source from living red cloth to more conventional means.

The Ancient White Robe (600) [BodyMod Improvement]

You gain an additional 3 seconds of flight time with **Wind-Woven Wings**, and no longer need to be near living creatures to recharge your flight. Instead, it simply requires standing on a solid surface. You can still recharge by being near living creatures, if that is useful in the moment. When coupled with **Red and Gold**, your total thrust duration is 20 seconds instead of the 18 you would have from the 3 seconds here and the 5 seconds in that Perk. When coupled with **The Traveler's Grace**, you gain the benefits listed to a limited extent as part of your BodyMod as well, surviving relatively large falls with little harm even without the benefit of cushioning from your Wings. This is still not immunity to long falls, however — your terminal velocity is still the same, you just take somewhat longer to get there.

Apotheosis (600)

You will notice something incredible during your Journey here. After traveling so far, you will find that you are unable to continue, even with all of your will and perks gained here, in a vast and snowy expanse where the cold freezes even the Red Cloth-Creatures solid and flightless. In your time of greatest need, where you fall over dead in the cold, the white-robed spirits of the Ancients come together to revive you and empower you. Now, they will follow you on your future Journeys. Once every ten years, or once per Jump (whichever comes first) you will be able to benefit from the same blessing. Should you die, the Ancients will stop time and revive you, restoring all of your lost spiritual energy and stamina, and granting you unlimited flight with your **Wind-Woven Wings** for one hour. The speed of your flight is at the point where you could scale kilometers in seconds while you benefit from this blessing.

Items

A Simple Red Cloak (Free)

Exactly as described. Effective for sheltering you from the desert sun. It is ordinarily a hooded red cloak with gold trim, but the red turns to white if you have the perk **The Ancient White Robe**.

The Desert Flower (100)

A beautiful yellow flower, somehow still growing among the powdery dunes. While holding the flower in your hand or wearing it on your person, you can control the wind in the range of about a city block of you, from no wind at all to thunderstorm levels of whipping winds.

Meditation Room (200)

A room that attaches to your Warehouse. A sandstone room with metal lattice windows, letting in sunlight regardless of time of day or the location of your Warehouse, even if it is simply a pocket dimension in your eyes. Contains a statue of a Ryluthian Ancestor. Meditating in front of it in your alt-form or with **Reflection** is more effective than normal.

Glowing Rune (400)

One of the glowing runes used to empower your **Wind-Woven Wings**. Respawns once per year. In this Jump, it can be used to boost your own abilities, but in others it can be used to give someone **Wind-Woven Wings** or increase the duration of thrust up to 10 seconds.

A Loyal Guardian (600)

The Ancients created these massive floating devices in order to steal red cloth-creatures from each other in order to power their decadent failing society. The wars waged by these part-weapons part-resource-gatherers turned a formerly lush world with plants and animal life into the desert you see today. You have one of these three-story-tall winged metal serpents at your command, able to harvest any form of energy-filled material and store it for your later collection… even if that material is in the hands of or *part of* another living creature. At least it won't hurt you, unlike those that the Ancients built, who turned on their masters in their hunger for more red cloth.

Companions / Pets

Another Traveler (Free, 200)

A Rythulian Traveler who has decided to accompany you on your Journey. Comes equipped with the perks **Wind-Woven Wings**, **The Ancient Music**, and **The Traveler's Grace**, as well as the item **A Simple Red Cloak**. By spending an additional 200CP, your companion is a very skilled traveler, benefitting also from **Standard Form of Greeting** and **The Ancient White Robe**.

Red Cloth-Creature (100, May be purchased 4 times.)

Your very own Red Cloth-Creature. It can fly indefinitely, and has the intelligence of a more docile dolphin. It functions especially well for recharging your **Wind-Woven Wings**, and will swirl about you whenever you bring it with you, occasionally refilling your flight duration whenever it notices you need it. Comes with the perk **The Ancient Music**. At one purchase, you get a simple curved cloth being about two meters long, which swims through the air cheerfully. At two, it splits into an entire school of small, talisman-shaped "fish," which will give you a significant burst of speed and height when sung to with **The Ancient Music**. At three purchases, the school coalesces into a long, seven meter long "jellyfish" in the shape of an ornate wind chime, and it can maintain your height when flying as long as you remain nearby. Finally, at four purchases, it unfurls into a massive, beautiful whale-like creature, which is more than ten meters long and can carry even those without **The Ancient Music** in flight. You may command your **Red Cloth-Creature** to take any of its' smaller forms when purchasing at a higher level with a simple thought-infused chime of Ancient Music.

Drawbacks

Earthbound (Mandatory)

Any perks or BodyMod abilities you have available that would allow for a form of flight during this Gauntlet, including BodyMod's Wings, are unavailable for use here. The exception is perks obtained from this Gauntlet, such as **Wind-Woven Wings**. Otherwise, it would kind of defeat the purpose.

Voiceless (100)

Much like Travelers past, you cannot communicate in any language besides **The Ancient Music**, and even that is restricted to purely energy sharing rather than knowledge transference. At least the chiming noise is a pleasant reminder to your fellow Traveler that you are here and able to help.

Face-First (100)

You will find yourself more clumsy here than usual, stumbling when making landings on the shifting desert sands. You may even find yourself taking a fall when attempting to fly, being just short of the platform you were attempting to leap to after clinging to a red cloth-creature to recharge your **Wind-Woven Wings** for just a few seconds less than you should. Never truly dangerous, since you cannot die here, but it will get annoying and perhaps embarrassing.

Rebirth and Return (100, May be taken twice.)

After reaching the summit, you will dissolve into starlight and return to where you started, starting from the beginning with no scarf once again. You must make it to the summit twice (or three times, if taking this Drawback twice) in order to complete this Jump. As a slight benefit, your **Simple Red Cloak** will get a slightly more intricate pattern each time you make it to the summit.

Dusted (100)

Soon after meeting your companion if you have taken **Another Traveler**, they will chirp sadly once, and then kneel down in front of you and dissolve into sand, blowing away in the wind. You are on your own for now, Jumper.

Burned Once, Shy Twice (200, May be taken twice.)

The Red Cloth-Creatures here remember what the ancient Ryluthians did to them, and aren't so quick to forgive anymore. At one purchase, they are mostly indifferent to you unless called multiple times with **The Ancient Music**. At two, they actively attempt to move away from you, though they'll never leave the general area.

Cloth Physics (200)

You're a bit tastier to Guardians than you otherwise would be — perhaps taking this extra CP required making you more like the red cloth-creatures than Ryluthians normally are. Regardless, Guardians will attack faster when they notice you, tear away 60% of your scarf instead of 50%, and fling you *significantly* further when ripping your precious cloth from you. Avoid getting caught by these robotic sentinels.

Endangered Species (200)

It seems the Guardians were more effective than you would think given their current state back during the war of the Ancients. There are significantly fewer red cloth-creatures out and about, meaning you'll have trouble recharging your scarf without a fair bit of coordination with your fellow Traveler. When taken with **The Ancient White Robe** or **Red Cloth-Creature**, this is only worth 100CP unless you choose to voluntarily give up your natural regeneration and/or cloth companion for this Jump.

Ripped Stitch (200, May be taken three times.)

Between a shortage of glowing runes and the faulty nature of your scarf, your **Wind-Woven Wings** will be impacted during your stay here. With one purchase, your maximum flight time is five seconds. With two purchases, you'll only ever have the half second of thrust for maneuverability you get with your first glowing rune. With three purchases, you will never be able to obtain a scarf for the duration of this Jump, and will have to depend on singing **The Ancient Music** to red cloth-creatures for propulsion when necessary. Taking this with **Endangered Species** makes for a difficult time indeed, though it is not impossible.

The War Unending (400)

Despite the absence of the Ancients, the Guardians never stopped their endless programmed pursuit of red cloth. The hundreds of Guardians that previously lay dormant in The Tunnels are now *all* reactivated, and they roam each area in pursuit of cloth. This will not remove any vital pieces of cloth like **Endangered Species** does, but it will make your Journey much more dangerous and difficult — should a Guardian strike you, it will tear half of your scarf off along with it, irrevocably halving the duration of your flight for until you reach the summit.

Transcendence (400)

There are 21 Glowing Runes spread across the wastes, and ten Ancient Glyphs stowed in hidden rooms and disintegrating structures. You'll now need to find each and every one before you can reach the summit of the Mountain. If you lack even one, the winds that buffet the peak blow stronger than they should, becoming impassable. Make sure you look hard before continuing on your Journey, as backtracking will be quite the difficult task — the locations of these will not match what you remember from the game, and, in fact, change each time you reach the Summit if you take **Rebirth and Return**.

Thanks For Playing

If you've managed to make it to the summit (two or three times, if you took **Rebirth and Return**), you are able to keep all of the perks and items you obtained from this Jump if you choose. Additionally, you gain the following perk as a reward for completing this Gauntlet:

Bottomless Tenacity [BodyMod Improvement]

The creators of the game Journey, Thatgamecompany, drove their company to bankruptcy and *continued working* in order to create the game and story we see today. Developers voluntarily worked without pay for almost a year and a half in order to finish a project that they considered worth the effort. Now, you share their tenacity. Whether your goal takes a level of self-sacrifice others would falter at, or you find yourself suffering from a consuming depression that drains you of your will to go on, you will find in yourself the spark to keep going, no matter where you are.

Now all that's left is to make the ever-present choice.

History (Go Home): The present is lovely, but it's time to return to your roots.
Adventure (Stay Here): Does the cyclical nature of this world put you at ease?
Explore (Move On): This is not the end of your Journey.

Notes

Contrary to the name, **WInd-Woven Wings** does not give you actual, literal wings; just the ability to fly briefly. You can ascend by about two and a half meters in two seconds, and move horizontally at a sprinting pace without effort while using the ability.

Standard Form of Greeting is in reference to the community's acceptance of intentionally face planting as a form of communication in a game otherwise without it. Common uses of it are to explain that you messed up somehow, that you're amused at your group's failure, that you'd like to take a short break, or as a query as to someone else's level of skill. Consider these and other three word phrases ("how are you?") to be possible communications through with simple gestures — they need not be faceplants, though.

Apotheosis is functionally a one-up or extra life for any Jumps that for whatever reason ask for that specific wording. It can function in any and all cases that aren't explicitly mentioned to bypass forms of revival, the ancestral spirits piecing your soul back together from nothingness if need be.