A Gauntlet About Digging a Hole



Jumper look, a house with a treasure chest buried in the backyard! I've bought it for you, and now I need you to dig the treasure for me. It only cost 1000 CP.
To help you here's... Oh. Right. The CP. I guess this is a gauntlet now. Well, I guess for the duration you'll have to go without your powers, perks, companions and items. And if you find a way to die you will be sent to the next jump losing anything you got from this one.
You'll have to dig with only your bodymod, probably take a few weeks of intense manual labor. But as soon as you return to the surface with the treasure chest I'll end the gauntlet.

Luckily the realtor left you some useful gadgets:



Super Mega Digger 3000 Ultimate 2.0: An automatic shovel connected to a backpack. Well more of a gardening trowel considering its size. Just touch the tip of it to the ground, press the button and it will dig a small round hole and suck in the dirt, which will be sent out to a landfill when the ores are sold. The backpack stores any dirt the shovel removes and up to three pieces of valuable rock. Unfortunately it works on battery and it explodes if the battery is fully discharged.
Detector Set: A pair of detecting gadgets, one that detects buried valuables like suitcases full of money or golden keys and another that detects mineshafts. Weirdly neither detects metal ores, just specific objects.
Selling Station: An old computer connected to a group of interested collectors willing to buy any neat looking rocks and a company that will buy any ores you dig out.
Worktable: A table where you can pay to recharge the battery in the Digger. Apparently it uses proprietary tech and can't be charged with regular electricity. You can also use the table to shop for mods for the Digger and for other things like health potions, a jetpack, lamps and dynamite sticks. The jetpack is added to the Digger and uses the same battery. The health potions expire fast so they must be used as soon as they arrive. The table can increase the size of the shovel, how much energy the battery holds, the number of ores the pack can hold, and the lift strength of the jetpack.

You can also use the house to rest, I bought it for you after all. And the yard has lots of ores buried in it, with more valuable ores the deeper you go.

Items

Still, maybe you could use some better equipment. Let me interfere.

Max Digging - 100 CP
Why spend money to upgrade it one step at a time? Start with a fully upgraded Digger, more like a Sonic Drill than a Trowel, this drill makes a hole nearly a meter in diameter, you can empty the whole backyard of dirt in a few hours with this baby.

Max Pack - 100 CP
Improves the backpack so you can carry forty pieces of ore, the battery is strong enough to use the Sonic Drill for several minutes at a time, and the jetpack is strong enough to fly up for several minutes while holding you and several pounds of rock and dirt.

Teleporter - 200 CP
A teleporter orb, using it teleports you back to the house. Once used you will receive a new one after a few days.

Headlamp - 200 CP
A helmet with a lamp, so you don't have to keep putting lamps in your dig site. It has its own self charging battery.

Digging Suit - 400 CP
A pair of heat-resistant overalls with gloves and boots, it is heat proof enough that you can just stand on a melting rock with no problems. Comes with a detachable hood with breathing mask.

Infinite Dynamite - 400 CP
Just reach in a pocket and you will find a dynamite stick. These are not very powerful, with an explosion only a couple feet in size and just enough power to break some stones but not the strong white bedrock used on the foundations of the house.

Perks

While I'm here, maybe you want some cheats, since it might take a few days or weeks to find the treasure. Or maybe you want to get some perks to remember this world?

To The Moon - 100 CP
Flying is really fun, and a necessity to get out of the kind of hole you're about to dig, so how about we make it a little easier? You gain improved flying skills, especially when flying jetpacks. Also your weight and the weight of anything you carry is considered reduced by half for the purposes of any flying machine, so a jetpack for instance would fly faster, further and require less fuel.

Instant Delivery - 100 CP
The Selling Station and Workbench are pretty neat but they mostly work based on the network of buyers and sellers from this world, so you might as well take the idea of them instead of the items. Whenever you buy or sell things online, through mail-order, or some similar way, the things are delivered instantaneously, no delivery fee needed.

Hidden in the Mountain Store - 100 CP
This small patch of backyard sure has a lot of perfectly sized nuggets of pure metal, pre cut diamonds and buried treasure. Suspiciously so, like they're placed to make someone keep digging deeper and deeper. Anyway, finding so much ore is fun, so maybe you would like to take this effect along? With this perk your luck will be increased by a lot when digging, just dig a few meters almost anywhere and you'll start finding some local ores, and the deeper you dig the more valuable ores you'll find. You'll also have more luck when searching for buried treasure.

Hole Science - 200 CP
In between digging and selling ores, you'll be given a crash course on how the technology offered here works. The Digger, the way it hoovers dirt while digging, the powerful but cheap jetpack. Given some time you could even learn how to rewire the batteries to use normal electricity and not explode when empty.

Treasure Sense - 200 CP
Who needs those sensors anyway? You have a sixth sense that helps you find any buried treasure or vein of valuable ores in a few meters around you. It won't find normal stuff like stones or coal, even iron or copper, but you'll be able to notice any chunk of gold or diamond in the ground, or suitcases full of money and chests full of treasure someone leaves buried like a pirate.

One Born Every Minute - 200 CP
People should probably be more suspicious about buying a large house in a good neighborhood for so cheap, nevermind it having enough ore that you could pay the price of the house several times over, and the house having been sold multiple times in very few years. But you are a master scam artist and con man, and your honeyed words could keep marks buying the same suspect property over and over again.

Self-Upgrading Tech - 400 CP
The problem with making or buying equipment is that sometimes you can't buy the bleeding edge technology, or you find a breakthrough later that makes your equipment obsolete, the you have to throw it away and start from scratch. Well, no more. Now if you have the money to build or buy a better version of your equipment, or to add a modification, you can just use the money to directly upgrade the equipment into a new version of itself. Just smack the equipment with a wad of money or a credit card and pronto.

I AM SHOVEL! - 400 CP
All of this dirt would be much easier to do if you had some earthbending, right? It's a pretty weak form of it, but it allows you to dig and move earth about as quickly as the last upgrade of the Digger. You can do this with a single hand, so you can use it along with the Digger and dig while you dig, you dig?

Dorf Genetics - 400 CP
Some people like digging, but with this perk, digging is in your blood. You can see better in low light, do not get bored when digging and can drink much more before getting drunk. You are also several times tougher, where before letting the Digger backpack explode would nearly kill you, now it only takes only a fifth of your health. You are also stronger, enough that if you meet some dire animals you can fight them off. Not kill them, not without weapons, but enough that such a monster won't just devour you without a fight.

Drawbacks
Huh? Why didn't you buy anything? Oh yeah, right, right. No CP. Well, take a few drawbacks here, then go back and buy whatever you want.

Deep Underground +100 CP
The treasure chest is usually around 100 meters underground. But now it is 500 meters deep. While the ore density is the same, rarer and more valuable ores will start to appear five times deeper too.

Really Deep Underground (requires Deep Underground) +100 CP
500 meters is not deep enough? How about a full kilometer? The more valuable ores are buried even deeper. Luckily it is all soil, no bedrock immune to your shovel or drill.

Deep, Deep Underground (requires Really Deep Underground) +100 CP
Five kilometers then? A full km deeper than the world's deepest active mine. It will take nearly a kilometer before you start seeing copper.

Going for the Record (requires Deep, Deep Underground) +100 CP
The treasure chest is a full 12 kilometers down. That's nearly as deep as the Kola Superdeep Borehole, and deeper than the Mariana Trenches.

Realistic Mining +200 CP
Now the earth in your backyard works like realistic dirt, it might cave in if you don't brace your side tunnels, and there might be pockets of bad gases in the mine.

Rock and Stone +200 CP
Going deep enough you usually find bedrock under the soil. Now the backyard is realistic like that too, and after a certain depth you'll have to dig through bedrock, a lot of rock. To not be completely unfair, if you have the fully upgraded Digger, either through money or CP, it will be able to dig through rock, but at a much slower pace, everything except for the white rock that makes the walls of the hole.

Yearn for the Mines +100 CP
You know that you can end the gauntlet by going straight down and grabbing the treasure chest. But you can't help it, you want to grab every piece of ore, blow up every stone, dig all the dirt away down to the bedrock. You want it. You need it.

Soil Depletion +200 CP
There is a lot less ore buried in the soil of the backyard, it will be much harder to make money and get upgrades.

The Mole Problem +100 CP
Okay, so turns out the treasure chest is in a bedrock cavern protected by human eating giant moles. And the entire thing is a scam by the Mole Society to feed people to them. And the Digger and dynamite sold by them are rigged to be unusable in the cavern. Well you should get revenge for being fooled into buying that house. Now you have to kill the moles too before you can exit the gauntlet. While you won't find guns at the worktable, you can probably find them somewhere in the world.

The Mole Conspiracy (requires The Mole Problem) +100 CP
You know what? Go dismantle the conspiracy while you're at it. Kill them all, bring them to justice, whatever method you prefer. As soon as the conspiracy is destroyed you can leave the gauntlet.

Too Greedily and Too Deeply +300 CP
Moles would have been an easy obstacle to sneak around. Now to reach the treasure chest you'll have to get past a Balrog, or a Dragon, or a powerful Beholder or some other monster. If you've also taken The Mole Problem you'll have to kill them instead. They can be killed with sufficient firepower, key word: sufficient.

Reward
If you manage to bring the treasure chest back, I'll let you keep the house, which can be an add-on to your warehouse, appear in other settings in a location of you choice or be imported to other property you have; and the houses backyard, which always refills with soil and ores after a few days, just in case you need some money or want to spend time digging. And of course you'll keep anything you bought with CP.

Hmm? Oh yes. I know the treasure chest is empty. I just wanted a box.