

Welcome to Gallows Creek, a small town in the state of Iowa, a population of about 1000 people, and a night every year where people go around mocking a certain whistling killer by pretending to be him.

Other than that, this is a pretty normal setting. The entire plot of the story takes place over one night, taking a few hours. Tonight is Whistling Night, an unofficial holiday in Gallows Creek and one that won't be forgotten anytime soon. A radio DJ by the name of Forrest Nash is working the graveyard shift at KFAM with his producer, Peggy Weaver, and is gonna get a phone call from the local 911 operator, Leslie Harper, leaving him in charge of the 911 calls for the night while she goes to get help in dealing with this year's Whistling Man.

Despite theories given by some of the locals, there's nothing supernatural about this killer, so you shouldn't have anything to worry about if you're smart enough.

That is, if you haven't had your perks, items, etc. taken away and were left with something more than your Bodymod.

Warning: There are spoilers for the events of Killer Frequency in this Gauntlet, most of which aren't revealed until the end of the game. So if you haven't played or seen the game, I recommend doing so before using this doc.

To make matters worse, as this is a Gauntlet, you'll be starting with **0 CP**, and you'll only be getting some from drawbacks taken later. Your only saving grace here is that death won't result in chain-fail while you're here, you'll just move on to the next Jump in your

chain with nothing gained from this Gauntlet but memories. All you have to do is survive the night, and you'll be able to move on.

Origins:

Radio DJ (Free): Taking this origin will mean you take the place of Forrest, working the graveyard shift at KFAM. Maybe he didn't need to move to Gallows Creek in the first place, or maybe he still works there but you were working that night instead of him. Either way, you're gonna be left in charge of taking 911 calls as a stand-in operator for the next couple of hours. To take some pressure off your shoulders, if you somehow manage to get everyone targeted by the Whistling Man killed and fail to save even a single person, it won't be a fail condition for the Gauntlet, but you'll still have to live with the guilt. At the very least, keep yourself alive and you'll be able to move on.

Whistling Killer (Free): Time for the reason for the spoiler warning at the beginning: there are actually two killers involved in Whistling Night tonight. If you take this origin, then you'll be the third, or maybe you're a completely unrelated killer that just happened to have your night be Whistling Night. No matter your choice, Marie and Henry won't immediately target you with the rest of Gallows Creek unless you take certain drawbacks or you prove that you're gonna get in their way. If Marie and Henry fail to take revenge on the people of Gallows Creek and end up either dead or arrested, it's not a fail condition for the Gauntlet. On the other hand, in exchange for having two Whistling Killers initially on your side, you have to worry about being arrested yourself. Death is not the only fail condition for killers in this Gauntlet, get yourself killed or arrested, and you'll have to move on with nothing.

General Drawbacks:

(General Drawbacks can be taken by either origin, but there are sections for drawbacks that can only be taken by their respective origins)

Good Night, and Good Morning (+0): This drawback is an optional toggle if you decided you want to stay longer than one night here. This toggle will keep you here for the typical 10 years, and once the Gauntlet part of this is over, you'll be able to enjoy the full 10 years here with all of your perks, items, and everything else you would have if you were taking a normal Jump. You won't have to worry about failing the Gauntlet past this point either, if you somehow managed to get yourself killed after surviving Whistling Night you'll just move on to your next Jump, keeping everything you gained here as if you chose to leave.

Arrogance (+300): I don't know who you're showing off for, but more than one person almost got themselves killed in the game from this. Whether you got karate training from a tape, or you have someone you hate dead to rights. Either way, you have a habit of inviting unnecessary challenges into your life. If you've taken the **Radio DJ** origin, you might be using the radio to talk smack about the Whistling Man or even telling the Whistling Man your exact location. If you took the **Whistling Killer** origin, you might end up calling KFAM just to taunt Forrest before killing someone, even if you haven't made sure escape is impossible first, or giving up your own location over the radio.

Gauntlet-B-Gone (+1000): This option will turn the Gauntlet into a regular Jump, you'll get back all the perks, items, and everything else that was taken away before starting the Gauntlet. This also means you'll lose the chain-fail protection if you manage to get yourself killed. You'll also be locked out of Gauntlet rewards and scenarios, however.

Radio DJ Drawbacks:

A Voice for Print (+100): Being a DJ on the radio, that means people are gonna be spending a lot of time listening to your voice, or maybe not, with this drawback. Whether your voice sounds boring, painful to listen to, or if you just sound painfully awkward on the radio, you don't have the pleasant voice that's necessary for being a radio DJ. This isn't really a big deal when it comes to the whole 'stand-in 911 operator' thing, people

will still listen to you when you're trying to save their lives, but it says a lot that that's the only situation where people will listen to you for extended periods of time.

Ponty's Pizza! (+100): Seriously? There's a killer out there trying to kill half of Gallows Creek, and this guy keeps calling in to try to get advertising? Brian Ponty, the owner of Ponty's Pizza, is gonna regularly call in to try to advertise his pizza place. The problem is he's gonna do it multiple times while you're waiting for people to call in about matters of life and death. He might call in to express his admiration for what you're doing, only to abruptly segway into talking about his restaurant deals, he might do prank calls where he initially pretends to be someone else bragging about his restaurant, but no matter how he does it, he will continue to do so no matter how many times you tell him to stop calling and it *will* tick you off to no end. On the bright side, his calls will never actually stop someone from calling in when they're in danger, but they'll always annoy you.

Naivety (+300): Anyone with a phone can call into a radio show, something that you seem to forget when you're supposed to be helping people. You are surprisingly blind to red flags, like if someone calls in to request a certain song and hints at knowing who the killer's next victim is gonna be. You could be tricked into leaving one of the few safe places in Gallows Creek and not notice anything's up with the caller, even when that same person calls the radio show you're on to request how to turn off a security alarm.

Whistling Killed the Radio Star (+300): Forrest had quite a bit of plot armor if you think about it. Despite the fact that Marie was regularly calling in and knew that Forrest was using the radio to help out the people she was trying to kill, he was still the last person she and Henry targeted after they had already tried to kill everyone else, and he still wasn't attacked when Marie called in to trick Forrest into leaving the radio station to grab a music record. Even with all of this in mind, the police saved him at the last second when Henry had him dead to rights in the radio station. What I'm trying to get at is that you lack the plot armor he has. Once Marie and Henry learn that their targets are getting away because of advice they're getting from you, they're gonna try to get rid of you a lot sooner than they did with Forrest and Peggy.

The Third Whistling Man (+600): Originally, there were only two Whistling Killers, who is the third one supposed to be? Maybe Marie convinced another person from Gallows Creek to help with her revenge, maybe she had leverage on someone like how Clive was blackmailed into covering up George's death, or maybe she just got a hitman? Who knows? The important thing is that there's a third Whistling Man in Gallows Creek, and they'll be just as difficult to deter as the others. If you're wondering why this drawback gives you so many points compared to the others, just look at what the two original Whistling Killers were capable of in the game, they were able to pull off everything they did while letting everyone believe there was just one killer, leading some people in Gallows Creek to believe that the killer was supernatural. Whoever the third killer is, they'll be just as clever and manipulative as Marie while being just as deadly in a fight as Henry, having access to every perk in the **Whistling Killer** origin.

Whistling Killer Drawbacks:

Dead Tongue (+100): Well, no one's gonna take you seriously if you go around acting like the Whistling Killer with this drawback. You can't whistle to save your life, if you try you just end up spitting everywhere. Even if you go running around dressed like the other Whistling Killers, people are just gonna assume you're just another prankster pretending to be a killer if you whistle around them.

Sociopath (+100): This one is pretty straightforward, you feel no remorse for your targets whatsoever. The reason this is a drawback instead of a perk is because you can barely even fake sympathy for people. It's gonna be hard to understand and manipulate others into making themselves more vulnerable if you hardly bat an eye when someone else is having a panic attack over a recent death.

You Were In On It (+300): The point behind the murders tonight is Marie and Henry trying to get revenge against the people that ended up killing George with their prank, or ended up trying to help cover up his death, or just plain refused to help her expose what

actually happened during the first Whistling Night. Despite being a killer yourself, Marie thinks you have some involvement in the prank on the first Whistling Night, and Henry is a trained killer because of her. This means that, not only will you not have any of the other Whistling Killers helping you throughout the night, but on top of having no support you'll have Marie and Henry trying to kill you along with the rest of Gallows Creek.

Horror Tropes (+300): Just because this game was inspired by some horror movies that used these tropes, doesn't mean you have to join in, but you're going to. For some reason, you have some mindset issue that focuses on being scary over being practical. When you approach one of your victims, you seem to be incapable of running, just walking ominously in their direction, being capable of speed walking at most. You also refuse to be subtle about anything, if someone you plan to kill sees you approaching them you'll decide to pull out a weapon to make your intentions perfectly clear to them. If you think it'll be as easy as sneaking up on someone to make killing them easier, just look at the name of the origin again. If you notice that your target isn't paying attention to you, you're gonna start whistling to gain their attention, which won't be nearly as intimidating as you mean it to be if you took the **Dead Tongue** drawback.

The Final Guy (+600): Remember what I said before about Forrest having plot armor? Well, good luck with that. Forrest has proven himself capable multiple times during the events of the game, using what little information he has to deliver life-saving info to people who call in, including the people who you're targeting. You might be thinking 'why not just get Forrest out of the way so people have no one to call throughout the night?' Well, you can't. You're not gonna know about Forrest and his help over the radio right away, and even if you learn about it you're not gonna have him be a high priority compared to the rest of Gallows Creek. On top of this, every person you go after tonight is gonna end up in a position where they can call Forrest for help, and they'll be able to provide just enough information to get help from him, which means that they'll be able to get away from you if you don't take things seriously. Forrest effectively has every perk in the **Radio DJ** origin.

Perks:

(Perks are discounted for their respective origin, with 100 CP perks being free)

Radio DJ:

Welcome to The Scream (-100): There are some skills needed to be a successful radio DJ, and now you have them. You have the technical skills and experience needed to do Forrest's job as a radio DJ and Peggy's job as a producer, along with the charisma to keep listeners interested on the radio. You have a voice that's pleasant to listen to, and the acting skills needed to at least *pretend* to be interested in what you're doing, even if all you're doing is having people 'guess that scream'.

Help Me Help You (-200): Not a lot of people would be happy or trust the guy on the radio saying he's been left as the new 911 operator for a couple hours, but I guess you just have one of those voices. Along with becoming more charismatic, you also have an aura about you that makes others more likely to trust you. After all, it doesn't matter if you know how to help people if they refuse to listen to you.

Impromptu Operator (-400): You have to hand it to Forrest, not a lot of people could handle the responsibilities of being made a 911 operator without training or practice. The basics of this is being given willpower, enough to handle hours of knowing that people's lives depend on the choices you make, and the ability to handle stress well enough to not have a mental breakdown when those decisions get people killed. The more important part of this perk is that you have Forrest's ability to connect information fast enough to help people who are currently hiding from serial killers, which includes the ability to find that information in the first place. If the information is around to help you in the first place, you'll be able to find it, and you'll be able to put together multiple sources of info fast enough to help those who need it. Keep in mind, you can still come to an incorrect conclusion or be unable to help people, but that'll be because there wasn't enough information to help them.

You Might be the Only One (-600): I know it's been mentioned already, but in the end it was plot armor that helped Forrest survive Whistling Night. Most people in the place of the Whistling Killers would have gotten rid of Forrest to keep him from helping out anymore, but instead he was the last one targeted. Now you can do the same. You have the kinda plot armor that means that if the killer has any other option, you'll always be the last one picked as a target. As helpful as this is, you're supposed to be helping others survive the night too. So, this perk's effects also apply to a lesser degree to those you're trying to help/protect. If someone is hiding from a killer and needs your help to be able to escape, the killer will look in every possible spot that they could be hidden before actually looking in the place where they're hidden, giving you a lot more time to find what you need to get them out alive. As a final boon, taking this perk will also give you a perfect memory, so you'll never forget the information you need to give to those trying to escape with their lives.

Whistling Killer:

The *Whistling* Man (-100): It'd be hard to call yourself a Whistling Man if you didn't know how to whistle. Since the ability to whistle perfectly would be rather lackluster, even for a free perk, you'll also have the ability to make your whistling capable of influencing emotions. This means that if you're whistling while trying to find your target, the person you're trying to kill will find the whistling somewhat terrifying while those you consider friends would find your whistling moralizing.

A Family Business (-200): The mind of a child is malleable, but it takes a gifted (and twisted) person to take advantage of it. Marie was able to make Henry into a killer, training him to never back down from a fight and passing down her grudge against Gallows Creek to him as if it were genetic. You wouldn't expect being a good parent to be part of being a killer, but here we are. You have impressive parenting skills, being able to raise a child to be healthy and happy at the least, but the more impressive part of this is being able to raise a kid to be exactly the way you want them to be, turning a child into a trained killer that won't hesitate to do what you tell them to, while also

keeping them happy to be with you. Even if you're raising a kid to hate the same people you hate, they won't grow up damaged as long as they're still loved by you.

Silent Whistler (-400): This perk is the only explanation I can come up with for how someone can catch somebody off-guard, even after whistling to give themselves away. Something about you just blends into the background, so it'll be almost impossible for people to pick you out of a crowd. Your footsteps will barely make any noise, unless you're walking around in a noisy environment, like crunching snow or splashing water. Even if you're doing something that naturally makes noise, like whistling, the person you're trying to sneak up on will just happen to be in an environment where the noise doesn't give you away, like your voice bouncing off the walls in an alley so no one can track the echoes back to you.

You Forgot Me (-600): But you'll never forget. This whole thing started with seeking revenge, and Marie had a lot of work in front of her to be able to accomplish it. Some of the people she wanted to get revenge on were already dead, so she had to find the next best thing, usually the kids of the people she wanted dead, and even her own sister was a target, but she still had to find these people. You're just as dangerous as Marie, having the same drive to get back at anyone who wronged you, but the more important part is your ability to track down anyone you're looking for, even if you haven't seen them in almost 20 years. If it turns out you were too late for that, finding their next of kin shouldn't take too long, if you're looking for the 'next best thing'. Just keep in mind that finding a person and having them dead to rights is one thing, but having a place to run to after getting your revenge is another, as Marie would attest to in the true ending of the game.

Items:

(Items have the same discount rules as perks)

Radio DJ:

Musical Records (-100): It'd be hard to call yourself a DJ without something like these. If you want a memento of your time here, these records should do. This item gives you every record that can be found in the game, including a record player in case you don't already have something to play them. Most settings will have technology more advanced than record players, so I'll also throw in CD copies of every song. This item also includes record and CD versions of the song that plays during the credits.

Convenient Handbook (-200): Considering that Forrest could only help the people who called him if he knew what situation they're in, you could need this as well as he did. This item doesn't really take form until you actually need it, usually showing up in the form of something informative. If someone were being chased by a serial killer and needed to use their car to escape, but they dropped their keys running from the killer, you could just happen to find a book that would give you step-by-step instructions on how to hotwire that particular car. Despite the name, it doesn't *have* to take the form of a book, but it'll only ever show up as something that would give you information that you need, like a map of a particular floor of a building if you needed to find a way to get someone out of there while locking a killer in another room. For some reason, it can even take the form of something like a pizza box with a flier about the deals they're having, but because the point of this is information it'll always be an empty box. You have to actually look around for something that might have the answers to get this item to show up, even if it doesn't make much sense for it to be there. Unfortunately, this item can only change into something you need once a week, until then you'll need to hope you can actually find something that just happened to be there.

Creepy Board (-400): May or may not have been found in a creepy basement where a creepy janitor works. Sometimes, the killer is smart enough not to leave evidence or some kind of trail to follow. At the end of it all, you still need to know who the killer is if anything is gonna be done about it. That's where this board comes in. Whenever you're investigating something that involves a suspect, whether it's a murder or a missing person's case, this board has the effect of limiting the suspects to four different people. The problem is that the board will provide pictures and information about those four

people, it doesn't outright tell you who the suspect is, it just gives you the information you need to figure it out. The info given will usually take the form of newspaper clippings, even of newspapers that never actually came out, manifesting information out of nothing if need be. This will help you in coming up with the proof needed to figure out who the killer is and have them arrested. Unfortunately, you might not always be in a position where the police will be able to help you, even if they know who the killer is.

KFAM Radio Station (-600): The place where the entire game takes place. For the sake of the Gauntlet, this is the same radio station where Forrest and Peggy work. Once the Gauntlet is over, you can feel free to change the name, internal layout, etc. It obviously includes all the equipment needed to work as a radio station, including its own versions of the records from the **Musical Records** item if you took it. Once the Gauntlet is over, the fusebox will be moved someplace inside so no one can shut off the power to draw you out, even if they cut the power lines the building has its own backup generator. The radio equipment in the building will work based on its own system, so you don't have to worry about anyone cutting lines, and the radio signal has a city-wide radius that's impossible to jam. The back door will also be given a lock and handle so you don't have to rely on an entrance to the basement that requires power to get in, if you need to get in from the back.

Whistling Killer:

Trusty Knife (-100): Something tells me you're gonna get a lot of use out of this. There's not a lot to say about this knife besides the fact that it'll be pretty useful for you when you have nothing else. The blade cuts a little deeper than it should, and the wounds cause a bit more bleeding than normal, so if you decide to leave someone alive with a cut for some reason, it'll be more likely that they'll bleed out before they can get help in time.

Whistling Killer Suit (-200): The same suit that Henry and Marie wear to conceal their identities, but you'll find this version of the outfit to be much more comfortable than the

original. The outfit is almost entirely black, making it helpful for sneaking around unnoticed, and it's bulletproof, but the mask isn't so you better hope no one aims for the head. Speaking of the mask, it'll protect you against anything that'll be sprayed at you, so you won't have to worry about pepper spray or anything similar, it could act like a scary-looking hazmat suit if you hooked up an air supply to it. The suit also has an effect that makes it difficult for people to recognize you, even a sibling of yours wouldn't be able to figure out who you are by recognizing your voice or anything else like height and body shape. The shoes will muffle any noises you make when moving around, and if you have the **Silent Whistler** perk while wearing this, you'll be able to sneak up on anyone who doesn't have enhanced senses as long as you make any effort to go unnoticed. The suit also has an effect that makes you look more intimidating. If you make any effort to scare someone, they'll be more likely to freeze up in terror. You won't have to worry about leaving fingerprints anywhere with the gloves on this suit.

Untraceable Phone (-400): Just in case you feel the need to call into a radio station that's helping your victims escape you without being tracked down, for some reason. The phone will always be fully charged, have a signal, and will be impossible to trace through any means. The only way people are gonna figure out where you are is if they pick up background noise that gives away where you are, or if you decide to tell people where you are, I don't know why you would but you could. The phone takes the appearance and functions expected of a phone from the 80s, but will update itself to match the newest phones in future Jumps.

The 'Security' Rooms (-600): I'm not sure how you managed to keep this a secret. Much like the hidden area that Clive had in the basement of the radio station, you have a couple of rooms hidden in the basement of a property you own. The reason behind the name is because any property this is attached to will have cameras set up in every room, with the hidden room having a computer that can watch those cameras. The part that you're likely to be more interested in is that every time you pick a target to track down, you're given some general information about them in files, like the general location they live in (like telling you they live in Gallows Creek, not their exact address),

the place they work at, and it includes some recently taken pictures of them so you know exactly how they look, just in case you haven't seen them in almost two decades. The downside is that you can only get information on a target this way once a month, after that you'll have to work for it. This place can also be a good place to hide out if you're in trouble, since no one will be able to find it unless you lead them right to it, or if they just happen to stumble over it while looking for something else. After the gauntlet is over, you can import this into any property you own, changing which property it is once a Jump or every 10 years, whichever is sooner.

Companions:

Import/Creation (-50/-200): Each time you take this option lets you import or create a companion, they can pick their own origin that'll somehow work itself into yours, but since this is a Gauntlet, they won't be getting any points they didn't earn from drawbacks either. Normally, spending 50 points gives you one companion, but you can also go for all 8 for a bulk price of 200. If you want, you can also use this option to take people from this Gauntlet with you as a companion, but for some people it might be impossible to bring them with depending on your chosen origin or drawbacks.

Scenarios:

(Failing a scenario won't fail the Gauntlet, unless you fail the scenario by getting yourself killed)

Not All Talk (Radio DJ Origin only): Taking this scenario means you'll be locked in to helping the people of Gallows Creek survive the Whistling Killers. If you want to complete this scenario, you have to help all the characters that showed up in the game, making sure you save everyone you possibly can. If the Whistling Killers manage to kill even a single person after you're made a temporary 911 operator, you'll fail the scenario.

Rewards: Gallows Creek: For managing to keep everyone alive in the couple of hours you were left in charge, you get to take the entirety of Gallows Creek with you as property, attaching itself to your Warehouse and staying that way unless you decide to

import it in future Jumps. It also includes the **KFAM Radio Station** as described in the item section, but it stays part of Gallows Creek, while the version you buy can be placed anywhere in the Jump, or you can choose to be refunded on the radio station item if you don't want both. This also lets you take any of the people of Gallows Creek with you as companions if you want to, I'm sure it would be pretty easy to convince them considering you helped save their lives.
Needed a Hero: Saving people from a killer is one thing, saving a large group of people from two killers is another. For accomplishing this, every perk you took in this Gauntlet is added to your Bodymod, it'll make it easier to continue to be a hero later on.

Killer Frequently (Whistling Killer Origin only): As opposed to the last scenario where everyone in the game had to live, this scenario is the opposite. You'll be helping Marie and Henry kill every character that would've died in the worst ending in the game as the third killer. You'll still have to deal with Forrest helping out the people you're trying to kill, and you're still under a time limit since Leslie is planning on coming back with help to deal with you and your associates. You don't have to accomplish this while keeping Henry and Marie from getting arrested or killed, but their help would make things easier.
Rewards: The Next Best Thing: It's been almost 20 years since the first Whistling Night, so it's kind of impressive that three people were able to get back at everyone involved in a matter of hours. During the events of the game, it took two people to almost accomplish this, and it took a third to make it actually happen. This perk focuses on working with others, you and anyone else you work with will have an almost supernatural connection with each other. That way, if you were to be locked in a room that only locks from the outside, one of the people you're working with would be able to get to you undetected and let you out. Your ability to work with others is improved to the point that people would assume you have supernatural powers of some sort before assuming that you're working with someone. To make things worse for those you have it out for, your ability to work with others only improves as the number of people you're working with grows. With just you and one other person, people would assume you're a supernatural figure right up until you confess that you've been working with a partner, imagine what you could accomplish with a third or fourth partner. As a little side note, if

you managed to finish this scenario while keeping Marie and Henry alive and free, you can bring them along with you as companions for free, they probably would appreciate a chance to get away with what they did.

The Last Whistling Night: Thanks to you, people probably aren't gonna be mocking the Whistling Man anytime soon. For completing this scenario, every perk you took in this Gauntlet will be added to your Bodymod, don't let anyone get in the way of your revenge.

Ending

The Whistling Night is over and you survived the night, or maybe you didn't. Now that it's all over, the effects of any drawbacks you took are removed.

You can choose to **Go Home**, **Stay Here**, or **Move On**, but if you died or otherwise failed the Gauntlet, your only options are to **Go Home** or **Move On**.

Notes:

Thank you Deaderthandeath, for suggesting the idea for the perk **A Family Business.**

Change-Log:

Version 0.5: Created the doc.

Version 0.9: Added the drawbacks **Arrogance**, **Naivety**, and **Sociopath**. The perk **You Forgot Me**. The items **Trusty Knife** and **The 'Security' Rooms**. Added the scenario rewards to **Killer Frequently**.

Version 1.0: Added the perk **You Might be the Only One**. The item **Creepy Board.**