

A JUMPCHAIN COMPLIANT GAUNTLET: VERSION 1.0

Welcome, not to a world that living and vibrant and alive, but to a dream. Yes, a dream, one that has gone on much too long, and that's a problem. Dreams just aren't made to last, and the longer this one goes, the harder it will be to resolve. That's going to spiral and become an issue not just for the dreamer, but many people, and that includes you.

To provide more context, this is a Gauntlet for Pseudoregalia, a 3D Platformer with rather minimalist lore. The setting as presented is temporary, small, and rapidly decaying, with little to no hint as to what the wider setting outside of it might even be like. In this game you play as something of a goat-bunny-cat lady named Sybil penetrating someone's dream from the outside, resolved to end it before it's "too late." She seems to be an old hat at this, and is unphased by all the strange occurrences or the situation at large.

Because the situation is what it is, you won't be coming here for ten years. Honestly that's just not viable. This is instead a Gauntlet, with an objective. You will penetrate the dream with the objective of waking up the dreamer. Succeed and you win and we can all pack up and get on with our lives. Fail and… well more or less the same for you, but you won't get any neat little rewards. Since it is a gauntlet though, you'll be going in dry; no perks, no items, no friends. Don't worry because you're not completely up the creek yet.

Peruse the drawbacks below, decide what you can manage, use those points to buy some stuff to help you out. You must end with a balance of 0 Dream Points or more by the end of your build. Coincidentally, you begin with exactly **0 Dream Points.** Now, get in there, Jumper. You have a job to do.

DRAWBACKS

Below you'll find a large number of Drawbacks, modifiers to your experience in the Gauntlet that will inevitably make it harder in one way or another. In return for taking these, you'll be giving Dream Points which you can use to buy Perks, Items, and Companions which can help you out with clearing the challenge. As this is a Gauntlet there are no limits to the amount of Drawbacks you can take.

SETTING (VARIABLE)

By default, and for (**+0DP**) you will find yourself journeying through the **Familiar** warped Castle Sansa and associated areas like the Dilapidated Dungeon and Twilight Theater, as seen within the Pseudoregalia videogame. Your objective is the same as Sybil's was: go throughout the warped dream, collect the five 'Major Keys,' confront the Princess in the tower, and wake the dreamer up with a bit of concussive therapy.

For (**+100DP**) you will instead find yourself somewhere **Foreign** and new; a dream not depicted in the game. It could appear tropical, or urban, but the regardless it runs on dream logic and is visibly distorted. This place is a construct created by the dreamer to run away from trauma or grief, and so like the Princess they will have made it secure and comforting, and thus difficult for you to subvert in your mission to wake them up.

For (**+200DP**) you will arrive in a world that's no less daunting and distorted, but at the same time it feels oddly comforting, like a fleeting **Fantasy**. This is your Dream, a portion of your subconscious having constructed it to escape your own past traumas and issues. As such it will feel extra comfortable, seductive, a place that you personally will find difficult to end. You must, though, even if the Dreamer you're here to wake up is you.

RELATIONSHIP (VARIABLE)

So, where is Sybil - the person whose actually supposed to be resolving the Dream - anyways? Well for (**+0DP**) she's right here, your **Partner** in this line of work I guess you could call her. You two just narrowly managed to make it into the Dream together, and can cooperate with one another to navigate the confusing, distorted world either by splitting up or helping each other with direct teamwork.

For (**+100DP**) you two are simply **Colleagues** though, and you're going to be more or less alone with trying to clear this challenge. The tools to do so should still be around here and there, and you can collect and use them all yourself, so it's not all bad. It's going to sting a bit to not have a professional to rely on though.

Requires (Setting - Fantasy): There is of course another option though. Sybil is here, sure, but you two aren't friends. In fact you'll likely be doing everything you can to stop her; seeing her as an **Enemy** for (**+300DP**). Your perception has been distorted by your own Dream, and you've fallen under the impression that you'll 'wake up' from your chain if she succeeds. Of course there's no such danger, and the dream ending is still the condition for victory, so you'll have to rely on Sybil managing to overcome you even with the powers bestowed upon you by the Dream. Hopefully you don't stack too many drawbacks, as she'll be the one dealing with most of them. Oh, you get to keep your upgrades though; generous, right?

POLYGONAL PROBLEMS (+100DP)

One of the selling points of Pseudoregalia was its PS1 inspired graphics, and it does look good. The angular look really sells the nostalgia angle. There's a difference between a videogame and reality though. You now have to deal with your sight going through a filter rendering the world like you're in a PS1 title. Oh sure you can tell enemies apart from walls still, but the drop in visual clarity will be a pain when you're trying to navigate the winding corridors with flat textures.

GHASTLY GOATLINGS (+100DP)

Goatlings are strange little entities, such that I can't quite tell if they're natural or unnatural inhabitants of the Dream. Regardless, this pint sized, anthropomorphic goats in their little butler outfits are suffering within the distorted Dream. In fact, the ones up in Sansa Keep are dressed as little knights and so corrupted they can barely speak. Now, the problem is worse, with more corrupted, and more hostile. As 'heavier' existences than the random monsters, they can be surprisingly threatening. They're still pipsqueaks though.

BUTTER FINGERS (+100DP)

You've developed a strange, little, nasty habit. Whenever you take a hit sufficient to knock you off your feet, you have this quirk where you practically fling whatever was in your hands in the process. If you're armed and take that hit, prepare to go racing because it's definitely not going to be in your hands by the time you get back up. Luckily any equipment actually strapped onto your person is nice and secure, unlike whatever you got between those slippery digits.

TWO LEFT FEET (+100DP)

In all likelihood, under normal circumstances, you will acquire a variety of items and abilities that will allow you to increase your mobility options as you navigate the Dream. If you take this drawback then I'm here to tell you that those acquisitions can and will overwhelm you. It's not too bad when you're calm, but the moment you lose your cool you're going to start kicking off walls you wanted to climb, or diving straight into the purple stuff when you wanted to wall slide. Just like, keep your cool and you'll be fine, huh?

PANTS: OPTIONAL (+100DP)

Seems like you were really scrambling to make it into the dream, and have forgotten something along the way. You got the look of the trapped Goatlings down with the the vest, the cuffs, the cape, the little shoes, and those other accouterments. You just seem to have completely forgot anything below the waist and above the ankles. It's embarrassing, it's impractical, it's inconvenient, and worse yet the Goatlings are going to call you out on it being a shit disguise in the first place. Purchase or acquisition of new outfits does not allow you to cover up until the Gauntlet ends.

TRAPPED & AFRAID (+100DP)

Parts of the Dream can be quite hazardous I'm afraid. Nebulous, purple energy that hurts and sends you back to your last footing if you touch it, and swinging guillotines, can be found here and there throughout. By taking this Drawback the number and types of hazards increases, and so you'll need to be quite a bit more careful about where and how you move throughout the Dream.

NAUSEATING DARKNESS (+200DP)

Some sections of the castle are well illuminated either by being under the open sky, or by the large windows nearby. Other parts are so sickeningly dark that you'd need a flashlight or something similar to see your own hand in front of your face. On taking this drawback the Dream just becomes darker everywhere you go. Outside seems more overcast, inside has more boarded up windows. Torches have been quenched. It'll be miserable until you get some illumination.

ECLIPSE OF THE HEART (+200DP)

Normally - even if the Dreamer is running away from reality - there's a certain inhibition deep within their psyche to the idea of an eternal slumber. There are mechanisms - such as the Sun Greaves within the Princess's dream - which are directly tied with reaching the Dreamer and resolving the dream. The only issue is that upon taking this, there will be no such inhibition, and keys to awakening the Dreamer are nowhere to be found. It's going to take clever improvisation or key purchases to surmount the Dream now.

AMBIGUOUS EXPOSITION (+200DP)

While there's already very little in regards to direction, you could at least find some books, or a random tablet, or even some stray Goatlings to gather some information about the scenery or Dreamer. Atop the tower there's even a bit of direction on where the Major Keys can be found. By taking this drawback however, all of that will be eliminated. Unless you already know exactly what you're supposed to do, you'll be left completely clueless and forced to infer direction from the environment alone. Not so easy when the environment is lacking for clues as well.

LABYRINTHIAN (+200DP)

This is a all Dream. That would be why random terrain seems to float, and why purple bad stuff clings to random surfaces to hurt you. Most importantly, that's why the layout of the Dream doesn't really make sense if you stop and think about it for three seconds. If you take this drawback, that problem gets much worse, with dream logic distorting terrain and the connections between rooms much more horribly. Given navigation is one of your key tasks here, this will make your job a lot harder.

POPULATION=MAX (+200DP)

Throughout the Dream you will find a variety of hostile creatures. Small creatures blowing horns or animated swords throwing themselves at you are relatively common and harmless, while animate statues and phantasmal maids represent the stronger enemies you'll see; at least in the Princess's dream. Many rooms have no enemies at all however. That changes with this drawback, forcing you to contend with a Dream for more populous with hostile enemies.

MALICIOUS INTELLIGENCE (+200DP)

In the game, the Princess would hardly take note of Sybil's presence, content to stay locked away in her tower for the most part. With this drawback you face a much more active rejection from the Dream and their Dreamer. Enemies are much more likely to coordinate or wait in ambush, and may even take more complex actions such as hitting levers to deprive you of footholds if you let them. The Dreamer is watching, and they're taking active measures to keep their safe place.

SPEEDRUN (VARIABLE)

Although getting in was a bit of a race against the clock, now that you're here there's not much of a visible decay occurring. It feels like you have a ton of time to make your way through the Dream before it consumes the Dreamer and all the others trapped here. This changes that, with **Tier 1 (+100DP)** giving you just 24 hours to resolve the dream. Theoretically that's still plenty of time given the tasks.

Speedrun at **Tier 2 (+200DP)** cuts that in half, leaving you with just 12 hours to complete the Dream. If this were the videogame that still wouldn't be too bad, but it's not. You with your own arms and legs have to get through the place and get the job done, and that's not even getting into what other drawbacks you've taken.

But then there's the final tier of this drawback, **Tier 3 (+300DP)** once again cuts your time in half, leaving you with just 6 hours to race throughout the Dream and wake the Dreamer up. That would be a bit stressful even if you were just playing the game. Do you have the preparations and skill required to beat the clock?

PERKS

Below you'll find a small number of skills and abilities and the like that you can buy to increase your chances of successful completion of the Gauntlet. There's also just miscellaneous purchases that may increase your enjoyment; your choice.

GOAT-BUNNY-CAT LADY (FREE, OPTIONAL)

Sybil's race or identity aren't very clear, but what we do know is that she's quite athletic and nimble; at least in the Dream. By taking this Gauntlet, you may become the same type of strange, anthropomorphic creature as Sybil. This includes the gray fur, the floppy ears, and the horns, though maybe yours look just a bit different. It also includes her incredible vertical leaps and general athleticism. If you don't want to be anything but human though, you can opt out of the race and just take the stats.

BUT'S THIGHS (50DP)

Sybil has assets that many would find… notable, especially because of her complete lack of pants. Although it won't help you with ending the Dream, if you somehow find yourself with a surplus of points, you may also grant yourself such assets. Your hips, your ass, and your thighs become fuller, rounder. Some might even call you thick, but with two c's. By my awareness there even exists a male version of Sybil that shares these traits, so it wouldn't be that strange if such a change was desired…

CASTLE AMBIENCE (50DP)

A peculiar thing to budget for, but maybe a bit of music will keep you focused, hm? On purchase you may toggle the original soundtrack of Pseudoregalia, causing it to play as a form of background music. You'll hear it, other people won't, normally. If you're in a dream however, you can broadcast it loud and clear and audible to you and any other entity that might be around. Who cares? Dream logic. Oh, and you may toggle through the songs freely for that bit of extra control.

SLIDE (100DP+)

Yes, a **Slide**; it sounds simple, but it's quite a bit more than that. By purchasing this **Slide** you're able to give yourself a short burst of momentum in whatever direction you're moving, allowing you to slide smoothly across any surface. This effect ignores friction so providing it's a safe surface in the first place there's no danger of road rash. Helps with slipping through short gaps, but it's also incomplete.

For an additional **(100DP)** you may obtain **Solar Wind**, the ability which completes your **Slide**. This allows you to pop out your **Slide** with a hop accompanied by an additional burst of momentum, allowing you to fling yourself much greater distances than you would ordinarily be able to reach with your best horizontal leaps. Through skillful application of **Slide** and **Solar Wind** you may even preserve momentum to a degree, allowing you to repeat the techniques and move quickly.

SUNSETTER (100DP)

An unusual ability that most might more easily associate with the term “ground pound.” While in the air you can stall and charge momentum before rocketing straight down. You suffer no ill effects from landing - providing the surface was safe to touch in the first place - and instead all that force is projected into the ground.

Fragile ground breaks, while solid ground allows you to catch the rebound in order to performed a much greater vertical jump than you’re ordinarily capable of. You may also cancel the technique during the windup, with the recoil allowing you to pop up into the air just a bit higher. It’s a technique with a lot of nuance, so take your time to master it.

MEMENTO (100DP)

A simple power, yet perhaps one of the most vital you could purchase. At will you may bring up a transparent panel of sorts in front of your vision, allowing you to see a simple top-down map of the surrounding area. Of course you need to have navigated through these spaces for them to appear - room by room - but it shows corridors and allows you to see where you’ve been. It also provides simple notation showing where exits lead. In that sense it’s more a map of where you’ve been than where you’re going, but it can keep you from running around in circles.

ASPECT OF GOOD GRACES (200DP)

A strange power born from the subconscious world of dreams. By collecting this accumulation of thoughts and experiences, your ability to heal both yourself and others has risen drastically. If rendered as some quantifiable number, it would be accurate to say any active ability to heal you possess has been buffed twice over. It doesn’t necessarily need to be a power innate to you either, as the healing provided by equipment like the Dream Breaker is also enhanced to the same degree.

ASPECT OF MARTIAL PROWESS (200DP)

A strange power born from the subconscious world of dreams. By collecting this accumulation of thoughts and experiences, your combat skill has improved drastically. Rather than improvised or basic swinging at enemies, it feels as if the experiences of various martial artists and warriors have been ingrained in your body, and new weapons or methods feel strangely familiar; including the otherwise abstract form of the Dream breaker. This will make dealing with the bizarre monsters native to the dream much easier.

ASPECT OF AERIAL FINESSE (200DP)

A strange power born from the subconscious world of dreams. By collecting this accumulation of thoughts and experiences, your acrobatic abilities have improved drastically. Jumping, mantling, flipping, and overall navigation will be much easier now, and so will strange, dream-like stunts like the side-flip. You’re even granted an additional measure of control over your body in the air, such that you can adjust orientation and fall angles at will. Even if knocked off of your feet by some hulking monster, you could right yourself with ease before even touching ground.

DREAM BREAKER

Although it may be peculiar, this section is solely dedicated towards the signature weapon of Sybil - the Dream Breaker - and various augmentations for it. Some will find more expansive use later, but for the Gauntlet they emphasize Dream Breaker.

DREAM BREAKER (FREE/100DP)

The Dream Breaker is the signature weapon of Sybil; though whether it's one born from the dream of the Princess or something she's familiar with is hard to say. Though wielded like a tonfa, it takes the form of a huge cross and has a number of special qualities and abilities. Most fundamentally, it is especially effective at breaking constructs found within dreams, notably walls and monsters.

Beyond simply being advantageous against objects and denizens of the Dream and other dream-like worlds, it also generates 'magical power' from the act of beating on them, which can then be expended to heal one's self to a generous degree. This action requires a bit of time and great focus, and is accompanied by a sound like a large bell ringing. The same action of focus and concentration can also be used to draw it back to your hand if ever you lose it.

By default you will receive your own **Dream Breaker** for **(Free)**. Whenever you enter a dream or dream-like world, the Dream Breaker will always be nearby. For an additional **(100DP)** however, you may also bring the Dream Breaker into reality with you, though it isn't quite as strong as it would be within a dream.

INDIGNATION (100DP)

A force associated with the Dream Breaker. Contrary to its name, it isn't gathering strength as a form of retaliation; quite the opposite really. This directly augments your Dream Breaker based on how much magical power is being housed within it. You can tell the level by a a small meter on its cross section.

At level 2 the effective range of the Dream Breaker is doubled, represented by visible magical power surging off of it with every swing and thrust. Meanwhile at level 3 the Dream Breaker becomes charged and hits with drastically greater force. As long as you have it charged with magical power it can retain these benefits, but consequently using that power to heal will force you to collect it again.

ASCENDANT LIGHT (100DP)

Two abilities in one; neither seem critical to progression, but the combination will take you far. The first advantage granted by Ascendant Light seems aesthetic until you find yourself in a deep, dark, dank cave. That's right, the Dream Breaker now glows with intense light; illuminating your surroundings. The light seems unusual in that even outside your immediate surroundings the world seems a bit more visible.

The second ability makes it so whenever you're in the air, and you strike an object or enemy, you will find yourself projected upward. Providing you continue to hit things, you can theoretically keep yourself suspended forever. Oddly this has no effect on the terrain itself, and though you might strike with great force, only "enemies" seem to take damage after you hit them. As a bonus for purchasing it rather than finding it, you may apply these benefits to other weapons as well.

STRIKEBREAK (100DP)

A power and a technique of sorts, allowing you build a charge in your Dream Breaker with a ready stance and a bit of focus. Once you've built this charge, you can swing your weapon with an attack many times stronger than your normal swings. This charged attack also has the added bonus of breaking otherwise reinforced barriers found within dreams, though not those reliant on unique mechanisms like keys.

By spending an additional **(100DP)** you may obtain the power of **Soul Cutter** as well. This causes those charged swings to project long range, circular blasts. By default they have a negligible impact - like knocking on a door - but by feeding one level of your Dream Breaker's magical power in, the blast almost three times stronger than a normal swing of the Dream Breaker.

ASPECT OF CLEAR MIND (100DP)

A strange power born from the subconscious world of dreams. By collecting this accumulation of thoughts and experiences, you are granted both a subtle serenity and an upgrade to your Dream Breaker allowing it to contain an additional level of magical power. With other upgrades this gives you more leniency with how and where you spend the stored power. As for that serenity I mentioned, it'll go a long ways towards helping your cool even when you're under pressure. There will be quite a bit of that along the way towards ending the Dream.

ASPECT OF PILGRIMAGE (100DP)

A strange power born from the subconscious world of dreams. By collecting this accumulation of thoughts and experiences, you obtain the focus of an ascetic. Normally abilities like healing with the Dream Breaker would require intense focus in order to make effective use of them. With this Aspect, you'll find the mental burden of these high finesse powers to be drastically lightened, as if someone else is taking care of the burden for you. Healing while staying light on your feet becomes possible, much less charging a Strikebreak swing, or other acts requiring that much focus.

ASPECT OF EMPATHY (100DP)

A strange power born from the subconscious world of dreams. By collecting this accumulation of thoughts and experiences, you are able to more easily form connections between yourself and those around you. Your empathy has grown to the level of a sixth sense, giving you a read on the emotions of others. This seems to have a unique effect within the Dream where everything is a construct of consciousness, and so every attack you land with the Dream Breaker generates drastically more magical power than before.

ITEMS

Even beyond the Dream Breaker, there are a number of useful items you can obtain both within this section, and within the Dream. Some will be familiar if you've played the game, while others you won't be able to get anywhere else.

MARKETABLE PLUSHIES (50DP)

Alright this just seems like a waste of points, but they're your points to spend so whatever. On purchase you receive plushies resembling Sybil and the Goatlings. Actually, I'll make it so you can get plushies for Strong Eyes and the Princess too. No, you know what? Since you're actually throwing points into dolls rather than equipment to clear the Dream, I'll give you a plush for yourself, any companions you purchase, and increase the stock such that you could give the things away freely. There, that seems worth it now.

SIMPLE STOOL (50DP)

A wooden stool, doesn't even look to be in that great a shape. You can find these scattered throughout the castle providing you ventured into the Princess's dream. They're something special even if they don't look like it though. Take a seat and fatigue seems to just melt away. It's not like it's a terribly significant effect, but when you're rushing through corridors of guillotines and murder statues, it's nice to take a load off. Through your purchase you seem to find similar seating every now and then, even when it doesn't quite make sense for you to do so.

SPEED TRIALS (100DP)

You are purchasing a phenomena in the form of these red, floating crystals. They're weird things, almost as large as Sybil, and often locked away throughout the Dream tighter than most of the actually valuable powers or equipment. Attack them, and the surroundings transform to become hazardous with great, glowing orbs scattered here and there. Pass through the orbs within rapid succession, and if you do it fast enough you get a brand new outfit. These crystals will pop up in any unique region, and the outfit you get tends to reflect that. Some of these "outfits" may even alter your appearance when worn. To keep track of them, you'll also receive a wardrobe that allows you to seamlessly swap between as needed, and comes with a call.

DREAM BREACHING MIRROR (100DP)

An ornate, standing mirror that appears completely normal at a glance. In reality, this can be used to enter the world of dreams, or rather, this allows you to project a version of yourself into the dream of someone else. This is how Sybil - probably - penetrated this dream here, though it seems to have some trouble when dreams become strong enough, and volatile enough. Using it involves stepping inside, and the sensation of travelling through a void in the direction you imagine. Once you finally conclude your business, you will exit the way you came.

Cling Gem (200DP)

A magical gem, embedded in a cloth sleeve with a bangle for your convenience. As long as it's on your person, you can use it to apply an attractive force towards a surface you come in contract with, from any part of your body. Since the effect doesn't last very long before it begins to rapidly fade in strength, the most common use in Sybil's ownership was - put simply - wall running. She would "pull" herself to a wall with her hand while running as fast as she could, and could thus navigate large gaps or curved walls over hazardous drops. The effect fades quickly, but can be used immediately after cancellation, allowing you to chain its effects as well. While worn by your dream self, you may use its powers while awake as well.

Sun Greaves (200DP)

A pair of golden greaves covering most of your legs, while leaving the upper and inner thighs exposed, and the toes for some reason. These allow you to perform the strange feat of kicking walls to hop further into the air. It's a very strange power, as the angle you ascend operates like a ricochet; if you kick a wall at an angle you will go forward instead of backwards. This ability doesn't cause any damage to yourself or the surface in question, allowing you to bounce off of even weak walls to get height or distance.

There's relatively little magic in the greaves, so you can only do this about four times before you have to land. After the Jump however it will be fully charged and can be chained as much as you desire. As long as your dream self is wearing them, you retain this ability even in the waking world. Oh, and as an additional bonus, when the power of the Sun Greaves is used to kick the Dream Breaker, you can send it spiraling forward as a powerful, homing projectile at a nearby enemy.

Listless Library (200DP)

You may be confused, as this is a location you would find within the Princess's Dream, but this one is different. This library belongs to you, and exists as both a concept, and a property. When you're dreaming, you'll be able to find the library if you go looking hard enough. Within, you'll find the shelves of this distorted place lined with books representing every book you've ever read.

When you, or anyone else, reads a book from these shelves they'll not only take in the contents, but the sentiments you held towards the contents. Maybe a happy little fantasy might be joyful to many, but this one irked you, and those who read it will likewise be annoyed even if it's a story they usually like. The longer someone reads, the more powerful and descriptive those old feelings become, and the full range of sentiments are covered, including feelings of boredom or madness.

If desired, you may place this property down once per Jump as a tangible location in the waking world, or attach it to your warehouse, or another property. In such situations, it will look like a normal building from the outside no matter how expansive and twisted up it is on the inside. Dream logic, baby.

COMPANIONS

Although more hands on deck isn't exactly the biggest advantage when it comes to ending the Dream, it can't exactly hurt… can it? So you are presented with the option of picking up some friends, of a sort.

SYLAS (FREE/100DP)

Wait a minute, this isn't Sybil, this is just a very effeminate Goat-Bunny-Cat *Man*! Coming from an alternate universe, or maybe a dream, or whatever excuse you'd like, your Sybil has been replaced by a Sylas. He's a bit shorter with straight bangs and a leotard rather than just a vest, but he's just as competent as Sybil and just as dedicated to ending the dream. You may replace Sybil with Sylas for free if desired, or for **(100DP)** you may pull Sylas into this world even though Sybil still exists. I'm sure they'll get along and aren't emotional opposites, probably.

GOATLINGS (100DP)

Strange little goats, about a foot t- I feel like I've already described these little guys. Since you're purchasing them, know that this isn't what you'd consider a traditional companion. The Goatlings will now appear in any dream world you visit, and in more sparse numbers here and there in the waking world when nobody else is around. They act like they belong, like they've been there all along, and like they've known you all along, and as such you can talk to them about whatever's going on to get a better understanding of the situation. While yes you may import them, it's a mystery which one is getting the benefits. You can't even tell if it's all of them or none.

STRONG EYES (100DP+)

What's dead is dead. What's dead is dead should stay dead, but sometimes a memory is too strong, and it returns in the dark night. This option represents such a memory. A memory of someone from your past has catalyzed and manifested itself through dream logic, their traits exaggerated into metaphors. Maybe they resemble a dog from their loyalty, or maybe they look that way because you feared dogs. Perhaps their terrible fate leaves this manifestation looking dead or injured. Regardless, they stand by you in the world of dreams, and if your desire is strong enough, in the waking world as well. Optionally, this may also be used to companion Strong Eyes, the undead canid boss within the Princess's Dream.

CORN KIDZ (100DP)

Weird, seems like a couple dumbass kids got lost and ended up in the wrong dream, or game more accurately. They're goats - probably - just developmentally crippled mutants - probably - leaving them with one horn each. The girl is convinced they actually have magical 'corn powers, but who knows what those are. With their red and black clothes and crude arguing they seem like they'd be more at home doing amateur skateboard tricks and eating nachos outside a gas station, but they're not deadweight! The girl is really good at navigating dreams and posts sticky notes everywhere to give a heads up, while the boy's got platforming powers of his own. He also has a little bit of a crush on Sybil, but he won't get in the way, probably.

WONDERLAMB (100DP)

A lost little lamb who has fallen deep down the rabbit hole, I'm afraid. This young girl is quite lost indeed. Her dress is tidy, her manners excellent, but oh is she possessed by a dire curiosity. Though she's lacking in terms of agility, in truth she's an incredibly powerful dreamer. The only issue is she's much too naive, and much too serious, and much too stubborn, and so lacks the ability to properly use her gift. If she could, she could rip this whole castle in half. Instead, she's a bit too busy being frustrated by this world filled with nonsense.

LITTLE BILLY (100DP)

This little billy goat is actually the crown prince! Of, like, a different land of slumber and dreams. As is he really is just a very young child who probably shouldn't be here at all. What he lacks in basically everything, he makes up for with courage, and eventual responsibility beyond his age. Also an enchanted bed that can walk on elongating posts or fly. Also he's got a scepter that allows him to vanquish the most powerful nightmares that only he seems to know how to use. Also he's got a pet flying squirrel! So like, that's pretty cool. He likes pie so you can use that to keep him from wandering off probably.

SPRINGWOOL SLASHER (100DP)

What the fuck is that? Looks like a man goat with all his flesh burned off, wearing a tacky ass sweater, and he acts more like a wolf. This nightmare given form might be an actual, for real demon. The sadist bastard seems to hold a great deal of influence over dreams, and often likes to intrude and turn them into bad dreams. That's his day job anyways. Seems like he knows you and feels like he owes you one, so normally he'll hang out and protect you in your own dreams, usually by murdering any other intruders through very visceral means. Oh, in this one he's mostly here to maul the monsters though.

DICAPRICORN (100DP)

Seems like the Princess's trauma and resulting Dream were just too deep, so people topside decided to call in a professional. This man is an expert in the layered structure of dreams and has been working this job since its inception. Dressed in suit and tie, he's got a number of methods for determining when he's in a dream to keep him focused, which is good, because he's also constantly haunted by apparitions of his dearly departed wife. God he needs those reminders. Oh, he also brought a gun, but that's not quite as effective as you would think it would be. The methods also aren't quite as effective as they should be. He may wander off in search of his wife once he gets too deep in the dream. Pretty sure this guy isn't even a goat.

REWARDS

Congratulations! Maybe! Win or lose you've made it to the end, and you are now ready to continue your chain the normal way, with everything you've accumulated on your journey thus far. If you *did* happen to win though, I'd like to present you with your reward.

First of all SYBIL! Sybil will be coming along with you after working side by side to help end the Dream, ready to help people in future worlds when they lose themselves to the pain of life and run away from it. She's old hat at navigating dream worlds, and both an agile explorer and capable combatant. Even if the circumstances lead to you not seeing each other in this Dream, or possibly even being enemies, she'll still be hitching a ride. If you swapped her with SYLUS, then he will be your free companion instead however.

Second of all, you will acquire the ability of a LUCID DREAMER. It's a rather mild reward, but as thanks for ending the Dream, you can keep your mind within dreams. In more normal, more personal dreams this gives you complete control over your perceived reality. It's not true power, but it is quite fun, and if such time comes when do have to fight in your dreams, it's quite a bit easier to do so.

Finally, should you have taken the **Fantasy** drawback and still overcome the Gauntlet, then you will be granted a stabilized version of your DREAMWORLD. This stabilized Dream will greet you whenever you fall asleep, alleviating fatigue and serving as the staging point for more normal, whimsical dreams. Despite existing as a dream, it's also something like a tangible space within your psyche should you want to use it as foundation for something.

NOTES

>1. Hello, this Gauntlet was made by NuBee. Ring me up if you got questions.

>2. Although clarified in several descriptions already, purchased upgrades by and large carry over into reality as well as dreams. You might be able to find the various upgrades in the Dream, but they'll be much less permanent.

>3. When Enemy mentions that Sybil would be dealing with most drawbacks in your place, it's only really excluding those which change the structure of the Dream, as those would effect all parties equally. That would be like Nauseating Darkness or Labyrinthian. In cases like Speedrun, she would be aware of the new limitations imposed on her as well. Enemy is not a doomed drawback, but it's still very dangerous depending on how much you stack the deck against Sybil.

>4. The companions that aren't canon to the game in some way, are just cheeky little references. Corn Kidz references Corn Kidz 64. Wonderlamb represents Alice and Wonderland. Little Billy references Little Nemo and Slumberland. The Slash references Freddy Kreuger. Finally DiCapricorn references DiCaprio's character in Inception.