The long dark gauntlet

PERILOUS CONSTRAINT UPDATE

By u/ryytytut

You're probably wondering why you're shivering, that would be the extreme cold, your freezing so allow me to make this as brief as possible.

Welcome to Canada, the birthplace of hockey, maple syrup, and polite people. You are tasked with not dying, sounds easy right? Just huddle indoors and let the "I require no sustenance ever" perks carry you? Or use your superpowers to make mother nature your bitch? Well **TOO BAD SON!** this is a gauntlet, you don't have those perks here, now prepare for misery because rural Canada might look innocent in the dead of winter but it will end you faster than you could imagine.

However, I'm not unreasonable, you may buy perks at the cost of taking drawbacks, or with banked CP should you possess any (if you don't know about banked CP then you don't have any as its an optional rule)

backgrounds:

- drop-in (free): you arrive in a small plane, at a steep nosedive, and wake up among the wreckage, it's midday and you're cold, the wind bites at you, try not to die.

What? You wanted more options? There are two roles: "dead person," and "alive person trying not to become dead." You don't want to be the former, and that leaves the latter.

You are whoever you wish, as long as you're over 18 and a human being.

Location:

Chose any of the following locations for free, or gain 100CP by rolling a D13, if you choose any of the three interloper options below then you MUST roll but still get the bonus CP for doing so,

1. Mystery Lake.
2. Coastal Highway
3. Pleasant Valley
4. Free pick (re-roll if you choose either “interloper-” “interloper” or “interloper+” below)
5. Bleak Inlet
6. Mountain Town
7. Hushed River Valley
8. Forlorn Muskeg (if you roll this you may re-roll ONCE, unless you selected “interloper-” “interloper” or “interloper+” below)
9. Broken Railroad
10. Desolation Point

11. Timberwolf Mountain
12. Ash Canyon
13. Blackrock penitentiary

Difficulty:
The long dark is a rather difficult game (unless you play on pilgrim, but that teaches all the wrong habits in my opinion), and it has a range of settings, pick your poison.

- Pilgrim (200CP): one of two options that actually cost points, the easy mode of the long dark, resources are at the “you might turn a corner and trip over valuable loot you can't carry without overburdening yourself” setting, wildlife will NOT attack you unless provoked, the weather is mild, and your status will not deplete very fast if the weather does turn on you unless you do something stupid like streaking in a blizard, or go beachcombing with all your clothing on and fall through the ice.
  You start with a decent amount of supplies.

- Pilgrim+ (100CP): the other option that costs points, its pilgrim but harder, wildlife will now attack you, there is a 10 day grace period before predators spawn, you now also have to deal with cabin fever but have a 75 day grace period before you need to care about that.

- Voyageur (free): this is where the kiddie pool of survival ends and where the actual game begins, predators will spawn after your first 24 hours on great bear island, and depending on where you are this is quite likely to end your life, your status is not as forgiving and the weather is still mild but it can be temperamental at times, and you have a 50 day grace period before you can get cabin fever.
  You start with supplies as if you were going to camp out for a few days.

- Stalker (+100CP): the “hard” mode of the long dark, loot is more scarce, the weather is a real fickle thing, there's no grace period for predator spawn, loot is scarce, and you swear you have low fortitude because your status decreases at a rate that makes you dread the weather.
  You start with some supplies, and an incomplete set of clothing (no hat or gloves)

- Interloper- (+200CP): its interloper but guns and tools spawn

- Interloper (+300CP): the hardest a realistic survival game can get without actively cheating to kill you, the weather is the most temperamental thing in existence, possibly second to you after you have to deal with it. Loot is very rare, guns, hatchets, and knives DO NOT SPAWN AT ALL, if you want them you need to make them at the forges, oh, have fun catching cabin fever risk from staying inside at a forge for 20 hours because there's no grace period AT ALL for cabin fever or predator spawns, your starting location is rolled randomly, free pick is unavailable for your starting location and if you get Forlorn Muskeg you can't buy the re-roll.

  But it gets worse, your status now depleats as it actually would for a normal person IRL, meaning, your gonna be very fucking cold, very tired from walking all day, thirsty

all the time, and you can't survive off a single pice of meat without inducing starvation. Also, the temperature will gradually fluctuate (trending downwards) to a “floor” of -60 celsius. Have fun with that.

- Interloper+ (+500): it wasn't enough, interloper wasn't bad enough for you? Ok, now its cheating time, tools now lose condition much faster, the weather is constantly miserable, meaning you’ll be drowning in firewood but lacking methods to use it. And to make matters worse, the detection radai of all hostil wildlife will increase over time to a max of 6 times its default, the temperature floor has bottomed out to -100 celsius, and now rabbits and deer are now much more rare.

Freebies:
For simply attempting this gauntlet, you get the following perks for free:

Survival competency:
You know all the basics of survival, that being:

- Archery
- Carcass Harvesting
- Cooking
- Fire Starting
- Ice Fishing
- maintenance
- Shooting
- Gunsmithing
- Brawling for your dear life

That last one isn't a skill in the game but your average powerstripped jumper could probably do better in a melee with a wolf than your average person.

Shooting is the rifle and revolver skills in one, and maintenance is mending and all three of the Secondary skills rolled into one.

Survival hud:
You have a hud that displays the following info: temperature, hunger, thirst, fatigue, overall condition, stamina, time of day (via diagram of the sun and moon, its imprecise) and the name of your region (when transitioning, or exiting a building, this is disabled if you take the “procedural generation” drawback)

Post jump this will integrate into any game system you have or obtain.

Mapping:
You can draw maps really well using nothing then some loose paper that is insufficient for tinder, as well as some charcoal from the MANY fires you're going to use for staying alive.

Said maps will transition to full colour after you're done adding an area, and you can perfectly draw areas from memory, adding areas you’ve been to but are not currently in (unlike the game) when you actually sit down to add to the map.

Survivalists backpack:
This military backpack is windproof, snowproof (but not waterproof), tear resistant, and self repairing. it houses an initially empty water tank that can store infinite amounts of potable water, and the inside is a pocket dimension similar to a bag of holding from first edition of D&D (infinite space, but all the weight transfers to the bag itself, this also applies to the water tank)

The long dark sadness mode:
You now have the entire soundtrack of the long dark available in your warehouse in whatever format(s) is most convenient for you, had this been an action game like devil may

cry, or something with a kick-ass vocal library like any real sonic game after sonic adventure then this might have cost points, but like the game itself, the long dark’s soundtrack is low-key, atmospheric, somber, and always seems to come on when your down and out of luck or on death's doorstep (despite the devs swearing its random chance) also, throughout the gauntlet the music will play at random to enhance the mood, but it won't be loud enough to actually drown out anything important.

Perks:

so due to having one background that means discounts work a little differently, you get 1 discount per tier, 100CP discounted is free (1 100CP perk, 1 200CP perk, 1 400CP perk, ect.):

100CP perks:

Indomitable will:
In the face of adversity, you will never stop, your body will break long before your spirit will, you can power through fatigue with half the condition loss and will still be able to sprint, and once per jump (including this one) or per ten years (witchever's shorter) you can survive any single fatal injury through sheer force of will, you will survive long enough to patch yourself up and get to shelter from the elements, why is this only 100CP you ask? Well the restrictions: cannot be purchased on pilgrim or pilgrim+, does not apply to multi-injury deaths (outside this jump since in here that's really the only way to die, and by "multi-injury" I mean FATAL injury, so massive blood loss AND stabbed through the heart would count as multi-injury, but low caliber shot to the head, sixteen papercuts, a fractured arm, frostbite, and mild head trauma does not count since the shot to the head is the only fatal wound), also the death must be survivable, so if you have your head blown off then it doesn't count, but stabbed through the heart? He missed by a millimeter, shot in the face by a low caliber round? The bone withstood the shot and stopped it from killing you. Reality will bend VERY SLIGHTLY to accommodate but the main force acting is your will to keep going

forecast:
You now know in advance if the weather is gonna change for the worse, in future jumps this is your generic "my spidey sense is tingling" but here it manifests as birds flying away from wherever the weather is coming from, dropping feathers you can use for crafting arrows as a nice bonus.

Resilient:
When it comes to your status (temperature, hunger, thirst, fatigue, overall condition, and stamina.) it behaves as if it was one setting easier (cannot be purchased on pilgrim+ or pilgrim)

200CP perks:

Speed-packer:
There's a difference between knowing how to pack a bag to save space (a non-issue since you now have an infinite backpack) and knowing how to pack so you can easily find what you need

In addition to allowing you speedy retrieval of whatever you put inside your bag, it gains three holsters, one for a bow (compleat with a quiver), one for a Lee-Enfield bolt action rifle (the rifle used in the actual game), and a quick-draw leg holster for a revolver, the holsters are empty unless you find, make, or purchase the weapons.

Lucky shot:
You can now score critical hits on wildlife, if you have a gamer system then post jump this translates into a vary small chance to instant-kill on any attack, in a gauntlet the gamer system requirement is dropped and you can 1-H-K anything if you get lucky, witch can save your ass from the true canadian death machine- I mean moose.

If it bleeds:
The blood from a wounded creature will not be covered by the snow and you can track it back to the animal you wounded, also animals wounded with a slashing or piercing weapon will bleed out much faster. This does not apply to the moose since it doesn't bleed at all unless you blast away chunks of its body, which is impossible since explosives are not on the loot table.

400CP perks:

Struggle master:
It's inevitable for you to get into a struggle against a wolf, it's the most common type of predator you will encounter, and while a single wolf struggle is the least dangerous next to the bear and moose, those are far more rare.

The perk enables two things:

1. The ability to dodge the initial lunge and hit it with a melee weapon (once per wolf encounter, an entire timberwolf ambush counts as a single encounter.)
2. The ability to score critical hits in the struggle should it end up happening.

The revolver already can crit in two ways, with a chance to fire, scaring the wolf and a small chance to shoot the wolf in the head, killing it instantly.

The heavy hammer already has a chance to instantly end the struggle, and a small chance to instant kill.

The hatchet and knife can not end the struggle or kill the wolf outright without this perk.

This perk does not apply to option E: “desperation” which is using your bare hands, unless you have a level 4 strength with the body mod supplement.

This perk also lets you use a revolver in a moose struggle, you will still suffer the broken ribs, and unless you also have “lucky shot" it will live, however, with critical hit, there is a 50/50 chance that when engaging in a moose struggle that it will die, you still suffer the broken ribs regardless (don't get close to the moose for god's sake!) but a dead moose will keep you fed for a while if you harvest it.

This also lets you use a revolver in a bear struggle, through the instant kill chance is only 20% for that.

Also you can only use a tool in a struggle if you have it on you, if you have it in your possession you will find it in your hands just in time to fight for your life.

Location LIDAR:
You are now drawn to important locations (like the riken in coastal highway for example). This manifests as a sort of subconscious pull in the general direction of your objective, if you need something like “metal tools” and you picked interloper then you will be drawn to the most convenient forges, if you need bullets then you’ll be lead to the sole ammunition workbench, and that would display the major drawback to this perk: it will tell you which direction the objective is in, it won't tell you how to gain access.

Gunsmith**:**

So you picked interloper or interloper+ because you needed the points but realized that guns are kinda helpful, that's where this perk comes in, you don't need to be on the aforementioned difficulties to take this perk, but it isn't as helpful if guns spawn naturally.

By default the gunsmithing skill souly revolves around making ammo, however, if you take this perk you can make simple guns, in this setting you unlock the ability to craft two weapons: a pipe gun that can occasionally fail to fire, its a revolver replacement. and a “longneck” that is breech loading, making it a slower hunting rifle. Both of these are worse than the manufactured versions you can find (interloper notwithstanding) in the world, but they are better than nothing.

After this jump the perk translates into something fitting for your jumpers tech level, so if your dealing with plasma weapons then thats what you’ll be able to craft, but first you must survive the quiet apocalypse to get there.

Feats:

feats are the one thing you get attached to your bodymod should you fail this gauntlet (more on that in the rewards section), they are small, permanent bonuses, some are nice, some are trash, and one will flip your sleep cycle on its head.

Cold Fusion (200CP): Permanent +2C bonus to Feels Like temperature, you are slightly warmer then you should be based on the environment.

Efficient Machine (200CP): Consume 10% fewer Calories, you simply need less food.

Free Runner (200CP): Sprinting burns 25% fewer Calories, sprinting is resource intensive for our bodies, now it is less so.

Blizzard Walker (200CP): Speed reduction for walking into wind reduced by 25%

Expert Trapper (300CP): Snares are now 100% more effective. Catch all the rabbits.

Darkwalker (100CP): You are less Fatigued at night, but more Fatigued during the day. This can be toggled at the start of every jump, or every ten years (whichever happens first)

You can purchase however many feats you want, however, based on your difficulty you may only equip so many (this restriction only applies here, after this jump any and all you buy are applied to you):

- Pilgrim and pilgrim plus (5 feats)
- Voyager (4 feats)
- Stalker (3 feats)
- Interloper- and interloper (2 feats)
- Interloper+ (you don't get any at all, have fun)

Items and companions:

(everything is undiscounted unless otherwise specified, dead companions do not respawn for the duration of this jump, as a result “Single-Shot” from the UDS is worth nothing here, but “One and Done” and “One Life to Lose” still give points for you and your companions)

All items bought here that are lost in this jump will not respawn until jump-end, post jump everything respawns in 24 hours if lost or destroyed

You gain a 400CP item stipend (item stipend cannot be used to import companions)

Hunting rifle (600CP): you want a rifle, picked interloper, and can't be bothered to make one with the cheaper gunsmithing perk, here, have a rifle, 12 rounds of ammo, and good luck finding more ammo, because that 12 ammo is never coming back coming back unless you make it yourself, use it wisely. This rifle has doubled damage, and timberwolves killed by it will destroy their morale almost completely (Ammo will replenish weekly post-jump)

Revolver (600CP): you get a revolver, 24 revolver ammo, and that's it, it's less powerful then the rifle so keep that in mind. This revolver has increased crit chance in general and in wildlife struggles, even more so if you have **lucky shot**. This also is more effective at depleting timberwolf morale (Ammo will replenish daily post jump)

Bow of Artemis (600CP, reduced to 200CP with **super wolves**): unlike the guns above, this has replenishing ammo, mostly because your average bodymod jumper probably can't craft arrows made of solid moonlight and blessed by the goddess of the hunt, however unlike the guns which have tones of stopping power, this is the weapon of a master, and simply owning it will grant max level archery, but it gets better, animals killed by this bow will yield double the everything, and its arrows don't scare/provoke wildlife unless you actually hit them. You have 6 arrows and they replenish every night at a rate of one arrow per hour, you can increase that maximum by spending 50CP per additional arrow, a max over 12 will take more then one night to fully replenish. You can shoot normal arrows out of this bow, and you will still benefit from the maxed archery skill, but the double yield only applies to the solid moonlight arrows.
Holding the bow makes deer regard you as a total non-threat unless spooked directly

Wardens rifle (600CP, discounted with **The worst kind of predator**): this rifle has a scope, and is made for extreme range shooting, this belonged to the warden of blackrock, where its original owner is now is unknowable, but he won't be missing this, trust me. It can kill any animal on great bear in one shot to the body, but it takes high calaber rounds that are rare, expensive to make, and very loud, this rifle cannot be found in the map, and there is only one in existence, even if you take **The worst kind of predator** they cannot spawn with this should you buy it, but if you fire it, they will hear it, and most likely want it, comes with a rifle holster regardless if you have **speed packer**. Comes with 12 rounds, additional ammo must be looted or made during the jump, ammo replenishes daily post jump.

- Artemis enchantments (400CP): applies the same enchantments as the **Bow of Artemis** but only when firing the moonlight rounds, comes with two clips, one for normal ammo and one that will convert normal rounds placed inside it into moonlight

rounds at a rate of one per hour during the night. Replaces the starting rounds with six normal rounds and six moonlight rounds.

Destress pistol (300CP): shoots flares (different to the handheld ones you can find) scares off wolves, timberwolves, the dreaded moose, and possibly a bear if you nail it in the eye (good luck with that), comes with 5 rounds, for emergencies only, comes with a quickdraw holster (on the opposite leg as the revolver holster provided by **speed-packer.**) a direct flare hit is a third of the timberwolves morale, near miss is a sixth of their morale. (post jump ammo will replenish 24 hours after the last one is fired. During the jump the first 4 ammo will not replenish at all, and the fifth will replenish 72 hours after its fired)

Technical upgrade (300CP): upgrades **Survivalists backpack** into a technical pack, unlike the one you can find, this one increases your carry capacity by 2 times (by halving the weight of whatever you put inside it (don't ask where the other half of the weight goes)). the one you can find is only a measly 15 kilos for comparison

- Reinforced backpack (200CP, discounted if you also buy the **ballistic vest**): further upgrades the **Survivalists backpack** not in carrying capacity, but by making it more resilient, everything inside is much better protected from damage

Storm lantern (100CP): it's a storm lantern with twice its fuel capacity, and lights up an area twice the size of its normal version. Post jump it has unlimited fuel.

Working flashlight (100CP): a flashlight that somehow still functions at all times, has limited battery power but recharges itself during the aurora. Battery cannot be removed or otherwise used to power anything else. Post-jump this has unlimited charge

Hand axe/knife (veries): on interloper and interloper+ this is 50CP and gives you the crafted version, on lower difficulties you can get the crafted version for 50, or the manufactured version for 100. You must buy this twice for both tools. (tools gain infinite durability post jump)

Hacksaw (50CP): hacksaw with infinite durability.

Prybar (50CP): pry bar with infinite durability.

Heavy hammer (50CP): it's a heavy hammer, can be repaired with reclaimed wood and some time.

Barbecue lighter (50CP): it's a butane powered mechanical firestarter, though this one has been somehow converted to run on lantern oil, provides no warmth, the flame is blown out in wind, and the storm lantern provides more light, but this is effectively a refuelable match, contains a firestarting bonus equal to wood matches

Noisemaker (10CP, can be bought multiple times): a can filled with gunpowder, this IED can scare both kinds of wolves and can even outright kill a bear or moose if you’re lucky enough, comes with the blueprint to make more, though they can only be crafted at an ammunition workbench. Comes with a belt to hang them around your waist for rapid deployment.

Mountaineering rope (50CP per): this mountaineering rope is basically weightless, exceptionally durable, completely fireproof, and imbued with the energy of the great spirit of life, allowing you to traverse this rope with no penalty to your stamina, its still slow without crampons though.

Grappling hook (100CP): if you've played ghost of tsushima then you know what this is and how it works, it's a clawed hook on the end of some mountaineering rope, unlike an improvised version a desperate jumper might cobal together without crafting perks, this one has a head forged from devine metal, is fiat backed to dig into whatever you want to climb so long as it isn't completely sheer (examples would be trees, houses, the stores in mountain town. And not stuff like sheer cliffs.) The rope also is only as long as it needs to be, adjusting its length to perfectly suit your needs when you take it out of your bag. Like the mountaineering rope this is completely impervious to damage, and its infinitely reusable, take a sniping perch in a sturdy tree and whittle that moose down to dead.

Ballistic vest (200CP): a standard police vest that provides moderate physical protection against damage to your torso, this one never breaks.

- Blessing of Atalanta (200CP): no not the place, the lesser Greek goddess of running. This makes the ballistic vest practically weightless without compromising its ability to protect you, it also removes any physical resistance you experience from the vest itself, you might even forget your wearing it altogether.
- Blessing of Ares (200CP): the vest, when worn by you or someone with your consent, can expand into a full ballistic armour suit with just a thought, this makes you practically immune to any of the wildlife on great bear, so what's the catch? It can only transform in this manner once per 48 hours, it can remain in this state for a maximum of ten minutes (five on interloper and interloper+), it magically replaces all your outerwear for the duration of the transformation so your going to be VERY vulnerable to the weather, and it is both heavy and cumbersome, if you also have **Blessing of Atalanta** then you will be able to move at a normal speed, but unable to sprint, otherwise you will only be able to slowly walk, however in the context of the long dark this makes you practically invincible as even the wardens rifle above would be very hard pressed to get through this armour and it would take several shots to do it. Deployment takes 2 seconds, so no activating this at the last moment, you can also revert it early but the 48 hour cooldown will not be shortened by doing so.

Spray paint (50CP): can of spray paint, this one is unlimited and its paint never fades unless you want it to, great for marking landmarks.

Infini-crampons (400CP): its crampons that don't run out of durability, ever. Don't lose them.

fluffy (200CP, single buy only): it's the mind of a Siberian Husky in the body of a timberwolf, incredibly loyal, comes with a free stasis pod for your warehouse (if you use that rule), IN THIS JUMP he requires food and water like you (not so much afterwards), don't worry about the cold getting him, santa will find it cold before he does. He spawns with you and you can gain him for “free” if you institute the rule that you fail the jump if he dies.

Survive with friends (50CP): standard companion import/creation section, however, companions imported via this will spawn up to two regions away from you (consult this map: map) they will feel a subconscious pull leading them in your direction in real time. Companions gain 800CP and can buy a fluffy if they want to (the “gain him for “free” if you institute the rule that you fail the jump if he dies.” thing is unavailable for a companion.) companions cannot buy more companions.

- Close spawn (150CP): for every companion you import with “Survive with friends” you may pay an additional 150CP (bringing the total to 200CP per companion) to instead have them spawn in your immediate area, you can chose this on a companion by companion basis so that the more competent ones will spawn farther away and the ones that would die horribly if left alone will at least be able to blame you for it.

Willson (free, cannot be taken with any other companions): a volleyball with a little face drawn on in permanent marker, really bad at conversations. Uses a companion slot (if you use that rule) and you can't help but treat it like a real person.

Pitbear (400CP single buy only): a pitbull in the body of a bear, no way to get this one free like you can for fluffy, fiercely loyal, very obedient, and will wreck any creature meaning you harm, only stalemating against the dreaded moose where they will end up killing each other.

MOOOOOOSE (800CP single buy only, unavailable if you take the “true canadian death machine” drawback, single buy only): you have a moose that wants to help you, how kind, you have somehow befriended the most dangerous thing in the long dark, how do you feel?

Facilities:

this section is for different “crafting benches” you can use to make things, they do not move (with two exceptions) from their spot which is inside your starting region. Post jump you gain a warehouse addition with everything you buy here, its a small room, only large enough for you to rotate between manning all the crafting stations in a comfortable manner, you and all your companions also receive a key that opens directly into this workshop (even in gantlets), this can be used to enter the warehouse (gauntlets notwithstanding, see rewards section for more details):

Portable workbench (200CP): one of the aforementioned exceptions to the “these do not move” rule. This is a workbench on skis, with small wheels mounted to the inside of the skis so it can move on non-snow surfaces. Do not try to take this directly through the transition region between mystery lake and coastal highway, it will not tightrope along the train tracks, and unless you can tightrope while carrying 200 LBS over your head then you won't either, only special thing about it is its drawer is like the backpack: infinity space for storage but the weight of everything inside is applied to the drawer itself.

Ammunition workshop (200CP, free if on interloper or interloper+ AND bought a firearm from the items section, only 100CP if you own the **gunsmithing** perk and don't meet the above requirements to get it for free.): since the only aminuiton workshop in the game is rather difficult to access unless you know exactly what to do and get really lucky with the arora, you can have one that spawns in a single-use marble that, when thrown, expands into furnace for casting lead bullets with an attached workbench for general crafting, if thrown in an interior it will appear flush with the nearest wall, front facing out. if thrown outside (something I do not recommend on higher difficulties) it will simply appear where the marble lands, if using this outside then watch out for predators, falling branches, and the weather.

Forge (400CP, discounted to 200CP on the three interloper settings): this is a fully capable forge that spawns in your starting region, if that region is the forlorn muskeg then you can have it spawn in any other region because A) forlorn muskeg already has a forge, and B) I'm not a monster, forlorn muskeg is a terrible place. Regardless of where it spawns you will always be able to find it the same way as if you had **location LIDAR**, even if you don't have that perk.

Weapons, tools and arrowheads made here will be blessed by hephaestus, the Greek god of, among other things, fire, the forge, blacksmithing, metalworking. Anything made from metal here will be twice as durable and twice as efficient in its function, post jump this becomes a proper forge with molds for all sorts of things, rather than the crude metalworking you will do in this jump. Another function in this jump is that the furnace bends the laws of thermodynamics, making ANY fuel source able to reach the temperature for metalworking, coal is still the fastest, but if you don't have any then load it up with lots of reclaimed wood or firewood. Comes with a mechanical sparker for lighting, a hopper with infinite space for fuel (and so you don't have to sit there feeding fuel manually for 12 hours, just load it up and let it run.) and a supply of coal (4 non-replenishing for the duration of the jump, unlimited afterwards)

Portable stove (200CP): the other exception to the “they don't move” rule, its a two-slot stove on a wagon that has skis, the skis are fitted with wheels on the sides like Portable workbench, this stove is a portable heat source, has two cooking slots, and contains a mechanical fire starter so you can preserve your matches. Comes with two cooking pots free of charge.

Steam powered woodworking shop (400CP): a building that spawns in your starting region (or one of your choice if you roll forlorn muskeg) that is filled with woodworking tools, saws, a layth, and all kinds of hand tools, all with limitless durability, the catch is that everything that isn't a hand tool runs on steam power, every device is hooked up to a fire boiler that heats water into steam, fortunately the water never seems to run out, and all of them have mechanical firestarters, you just need the firewood to run them.

- Steam powered Milling machine (100CP): it's like the milling machine that's in bleak inlet, only this one isn't a pain to access, and it's steam powered so it works whenever you need it instead of having to wait on an arora.

Challenges:

Challenges are objectives you may want to complete for bonus rewards, you don't "take" a challenge, you simply do them.

"wolframite" (kill 500 wolves): gain an unlimited supply of wolframite for any forging facilities you may have post jump.

Coalossal fuel consumption (burn 12 coal in 12 hours in anything that is not a forge): you gain the ability to consume coal like food to raise your core temperature, this counts as a feat and is valid in future gauntlets

Mighty moose (kill 20 moose): the Moose-hide Satchel you can craft now functions as a bag of holding from D&D 5E (bag weighs practically nothing but has limited internal volume)

All that and a bag of storm chips (have ten bags of chips in your possession at the start of a blizzard): you will never be caught in a storm without some snacks ever again (if you have ‘metavor’ then you will have enough to sustain you through the whole storm.)

Faithful cartographer (draw every part of the map, unavailable for "procedure generation"): You gain the ability to always find your way around, IE: you never get lost, this counts as a feat.

The most dangerous game (kill another person (companions don't count) requires **The worst kind of predator** drawback): you have become a master of doing what it takes to survive, you know how to disable a human in any way you could need to, lethal, non-lethal, if somebody means you harm you will know the best way to take them out, this doesn't give you the means to do so, just the knowledge, for an average person this might be something as simple as “kick him in the balls.” for a magical dark lord this might be something a lot more impossible. This counts as a feat and is attached to your bodymod.

Scenarios:

Scenarios are modified completion conditions, most of these make a lot of challenges impossible due to the short timeframe. All rewards attach to your bodymod unless specified otherwise. You can do multiple of them but you do them as instanced runs. If you want to do all the in-game challenges then I've included them all bundled into one entry (gauntlet mode) to tidy up the bookkeeping. If a drawback makes a scenario almost impossible or otherwise conflicts with it (examples being **tidal drag** and escape the darkwalker, and warden of blackrock and **jailed**) then the offending drawbacks are suspended, but taking any non-toggle drawback makes standard mode a mandatory scenario and failing it causes you to fail the entire gauntlet.

Ten year tenure (survive for ten years, unavailable on Pilgrim and Pilgrim+): pick one jump you have completed with street tier power, everything you bought with CP in that jump is now part of your bodymod. This challenge is either really easy or epicly hard due to the sheer length of time, choosing this scenario enables loot to respawn VERY slowly as the game was never designed to let players last anywhere near that long.

Standard mode (**MANDATORY IF YOU TAKE ANY DRAWBACKS**) (survive as long as you can, if you last over 1 year it counts as completion even if you die past that point): no special rewards, just the ones in the rewards section below.

Escape the Darkwalker (compleat the Escape the Darkwalker challenge as described on the wiki): you get the darkwalker feat for free, perfect night vision (better than sense 4 from bodymod).

As the Dead Sleep (compleat the As the Dead Sleep challenge as described on the wiki): you gain an innate sense of burial sites, you will never be haunted by ghosts (malicious spirits like hollows from bleach are not affected by this) and if you aren't already, you become spiritually aware.

Archivist (compleat the Archivist challenge as described on the wiki): you gain the ability to power electronics by simply touching them, and you can make a computer do whatever you want (within reason) by simply touching it, stubborn or old computers might require you to channel your inner 'shadow the hedgehog' and give it a good karate chop. This ability works the computer casing and through WIRED OR INTEGRATED peripherals only (keyboard, mouse, attached controllers, etc:) unless you're in a setting where wires don't exist (for some reason).

Nomad (complete the Nomad challenge as described on the wiki): you gain infinite endurance, and the ability to always find somewhere to set up shop for the night that will be safe.

Whiteout (compleat the Whiteout challenge as described on the wiki): you gain the ability to always make it to shelter before a storm, as long as you are hauling ass towards shelter to avoid a storm then time moves at the speed of convenience, the longer you actually have before the storm hits then the more exaggerated this effect can get. Food and supplies weigh one tenth of what they should.

The Hunted (compleat The Hunted, part 1 and The Hunted, part 2 as described on the wiki, these two challenges are merged into one because fuck loading screens): you gain the ability to never lose your cool when dealing with hostiles, be they man, mechine, or angy predator, if it wants to kill you then you will never lose your cool, you also gain a variation of the rifle item for free, this one has been blessed with the same enchantments as the Bow of Artemis, compleat with the 'solid moonlight rounds that regenerate at night' part, this rifle will also give you the max shooting skill for simply owning it.

Hopeless Rescue (compleat the Hopeless Rescue challenge as described on the wiki, even if you buy the distress pistol you will still have to find it): you gain the ability to do more in a day, one day is 24 hours however if you NEED extra time then a day will simply pass slower, allowing you to do up to 30 hours worth of stuff in only 24 hours, this stacks with any other effects like it.

Gauntlet mode (complete the following challenges in any order you please: Escape the Darkwalker, As the Dead Sleep, Archivist, Nomad, Whiteout, The Hunted, and Hopeless Rescue. The world resets between challenges and the only gear you have is the starting clothing and anything you bought with CP): all the scenario rewards for the individual challenges, as well as a warehouse addon containing the entirety of great bear island, complete with all item and animal spawns, items respawn at the start of every jump, and you can change the islands difficulty to any of the starting options at no cost to you, of course a jumper with any real power could bend this world over backwards, but you could bring some buddies for a hunting trip, someone will find this useful.

Warden of blackrock (this will set your spawn location to blackrock. there is one escaped prisoner for every region in the game (excluding blackrock itself but NOT any of the transition regions) and you need to track them down and return them to blackrock jail, you technically have unlimited time to do this but you fail if over half of them die, they ARE competent survivors so you don't have to worry about them dropping dead, but they will eventually die): you become a master tracker, able to find anyone who has passed through an area with ease, be they man or beast. This counts as a feat and is attached to your bodymod.

Drawbacks: take as many as you can handle. On UDS drawbacks: if a UDS drawback would do nothing then it is worth nothing here, for example humiliation conga and its upgraded forms are worth nothing unless you take **the worst kind of predator** because the wildlife can't capture you. **Jailed** does not allow humiliation conga to function because of how it works, and if you take **jailed** and **the worst kind of predator** then humiliation conga only applies to the latter.

Genericanator: (free, toggle): turns the jump into a generic, its still a gauntlet though.

Gauntlet B-gone: (+1000CP): turns this gauntlet into a normal jump, by doing so you forfeit ALL rewards.

Insomniac: (100CP): you have a bad case of insomnia, it wont kill you (directly) but good luck getting sleep, if you took “fading light” have “Darkwalker” active, and are playing on any of the three interloper options then this is unavailable because it wouldn't do anything anyway.

Manufactured bear droppings: (100CP): anything you don't make yourself (aside from food) is absolutely terrible, pots and cans never degrade anyway but tools and clothing that you don't craft yourself (or buy from here) will degrade really quickly, this also applies to crafting and repair tools (aside from crafted fishing tackle (but not looted fishing tackle), and any without crafted equivalents, such as the heavy hammer and hacksaw)

Interloper loot tables: (veries): cannot be purchased on any of the three interloper options, worth 100 on stalker, 200 on voyager, and 300 on the two pilgrim modes, loot drops (more like “loot drips”) as if you were on interloper, this also makes it so guns and tools don't spawn (except the hacksaw and heavy hammer witch have no crafted equivalent.)

Conniving Caloric Consumption: (200CP): your caloric requirements will randomly spike for a random amount of time, it will not wait to be least convenient, it is truly random.

Alpha wolves: (300CP): timberwolf packs now spawn everywhere a normal wolf can, and instead of having to break the entire packs morale you have to break the morale of the alpha timberwolf, who is stronger, faster, and has the morale of a call of duty protagonist, unless you have one of the firearms or the Destress pistol from the items section that do bonus morale Damage to the alpha, its probably faster to kill all the other timberwolves, at which point the alpha devolves into a standard wolf encounter, only with more hit points.

Fading light: (300CP, mutually exclusive with Tidal Drag): earth got kicked out of the solar system shortly following the geomagnetic storm, and will leave the solar system after your ten year tenure here, the planet will remain habitable the entire time, but the temperature will drop rapidly after 5 years, you could prepare for it and still survive.

If you take this, survive till jump end, and have yet to take generic rouge earth survival you can take that jump after this with 300 bonus CP on that jump (it's one of my jumps, so I’m allowed to do this lol)

Tidal Drag: (300CP, mutually exclusive with fading light): if fading light was a fade to eternal night then this is a fade into eternal day, this does not cause the temperature to rise for some godforsaken reason, just that it's daytime all the time, expect sunburns in 40 below weather though, as the UV index goes up just to spite you, also good luck sleeping.

Canine stalker: (300CP): you have an… “admirer” this wolf is more consistent then the laws of physics when it comes to tracking you down, he moves at a stalking pace, forcing you to maintain a nomadic lifestyle, and only transitions to “attack mode” when he has line of sight, he spawns at the opposite corner of the world from you and will find you in about three days if you spawned somewhere central like mystery lake, if you spawned at one of the corners like ash canyon then its about six days. He’s also completely immortal.

Procedural generation: (300CP): the map is both endless and procedurally generated, rendering meta-knowledge worthless, the proc-gen is also less forgiving on terrain gen and predator placement, also a bit buggy as proc-gen tends to be.

Unbearable: (500CP): canine stalker but it's a bear.

true canadian death machine: (800CP): unbearable but its a moose, and it will not give up until your dead,

The unholy trinity: (500CP, requires and is mandatory if you have all the following: “true canadian death machine” “Unbearable” and “Canine stalker”): dunno why you would do this to yourself but you did, the three animals now have human level intelligence, and the real super power of teamwork, now you will have to be alert the entire time.

“Timber”wolves: (600CP): normal wolves now have the morale of a timberwolf, meaning they are not deterred without extreme force, or death, timberwolves are twice as strong both in terms of hit points, and morale. This does not apply to the wolf from **canine stalker**.

Super wolves: (500CP, requires **Alpha wolves** and **“Timber”wolves**): the wolves and timberwolves now have twice again the moral and hitpoints, the artemis bow deals quadruple damage if you take this and should you kill at least 200 wolves with or without using it then this damage buff is retained forever, symbolising your mastery of the hunt, otherwise you lose the buff at the end of the jump.

The worst kind of predator: (800CP): you have met your match jumper, and probably screwed the setting up six ways from sunday as you have introduced the worst kind of predator: other people.

The ‘other people’ have gear scaling to your starting gear (that being the items you bought in that section) so if you have nothing more then your starting can and clothing (and bedroll if on lower difficulties) then that's all they have, if you somehow bought everything, then they are also decked out, 3-6 people (roll randomly) spawn in each region (except forlorn muskeg because that place is hell, flip a coin, heads is one person, tails is two), plus yourself, plus companions

They will not seek you out, you should not seek them out, unless either party is desperate for resources, they are not unreasonable beyond the expected when society collapses inward upon itself, however, if you have something they need, and they want it badly enough, they will get it, possibly off of your corpse if you wont turn it over, at least you probably don't need to worry about snipers. Loot per region is multiplied by however many people spawn there.

Jailed: (200/400/600/800/1000CP): you were in blackrock when the shit hit the fan, you have fled to your starting region of choice and are being hunted down by the warden, for 200 hes just the warden, he lost his rifle (or you stole it, should you buy it above) and has to loot for gear just the same as you.

For +200 he has constant awareness of your general location (not specific, he only knows the region) and will track you down ruthlessly.

For another +200 he has his rifle and is willing to cripple or kill you if recapture is proving impossible.

For another +200 he is completely immune to the weather and the local wildlife is incapable of registering his existence. The animal companions are exempt from this

For another +200 he is now out for your life.

Regardless of tier he is still mortal and as such you are allowed to deal with him in a permanent manner, and being captured is not an immediate failure, remaining captured for over a year is, if you escape then he will try again (unless you kill him). Companions rescuing you counts as escaping.

If you take this then any and all (human) companions also take it at the same tier you do, but they only gain half the points, you are his primary target and while he will capture your companions if the opportunity arises you are his primary target, he will prioritize you over them, additionally,

Regardless of tier he is still a human being and you are allowed to deal with him in a permanent manner

SCP-096 containment breach: (1000CP (you'll need it.) cannot be purchased on pilgrim or pilgrim+): Description: SCP-096 is a humanoid creature measuring approximately 2.38 meters in height. Subject shows very little muscle mass, with preliminary analysis of body mass suggesting mild malnutrition. Arms are grossly out of proportion with the rest of the subject's body, with an approximate length of 1.5 meters each. Skin is mostly devoid of pigmentation, with no sign of any body hair.

SCP-096's jaw can open to four (4) times the norm of an average human. Other facial features remain similar to an average human, with the exception of the eyes, which are also devoid of pigmentation. It is not yet known whether SCP-096 is blind or not. It shows no signs of any higher brain functions, and is not considered to be sapient.

SCP-096 is normally extremely docile, with pressure sensors inside its cell indicating it spends most of the day pacing by the eastern wall. However, when someone views SCP-096's face, whether it be directly, via video recording, or even a photograph, it will enter a stage of considerable emotional distress. SCP-096 will cover its face with its hands and begin screaming, crying, and babbling incoherently. Approximately one (1) to two (2) minutes after the first viewing, SCP-096 will begin running to the person who viewed its face (who will from this point on be referred to as SCP-096-1).

Documented speeds have varied from thirty-five (35) km/h to [redacted] km/h, and seems to depend on distance from SCP-096-1. At this point, no known material or method can impede SCP-096's progress. The actual position of SCP-096-1 does not seem to affect SCP-096's response; it seems to have an innate sense of SCP-096-1's location. Note: This reaction does not occur when viewing artistic depictions (see Document 096-1).

Upon arriving at SCP-096-1's location, SCP-096 will proceed to kill and [DATA EXPUNGED] SCP-096-1. 100% of cases have left no traces of SCP-096-1. SCP-096 will then sit down for several minutes before regaining its composure and becoming docile once again. It will then attempt to make its way back to its natural habitat, [DATA REDACTED]

If you made it through that without falling asleep then note the actual parameters of the drawback: viewing SCP-096's face will result in the complete failure of the jump (via your imminent and gruesome death, yes you still get to be killed by him.) so just don't look at him right? Well it's not that easy (why do you think this single drawback is worth 1K?) SCP-096 triggers from you seeing ANY PART OF HIS FACE, including the stray, lone photon that somehow made it to your eyes without hitting any of the snow in a blizzard, or a reflection off the ice.

To stay safe you would stay indoors, but that will result in cabin fever. You could always be vigilant and keep your eyes to the ground, but that will likely result in you wandering into any of the world's other predators, also, SCP-096 has grey skin that blends in well with snow. So keep that in mind, and if you hear crying, don't bother running, just sit down and kiss your ass goodbye.

Rewards:

For your suffering you get the following:

- All the perks bought here permanently fuse to your bodymod ("lucky shot" works without a gamer system if your reduced to your bodymod)
- All items bought or obtained here will be on your person when you start a jump with item/warehouse lockout.
- Gain another 200CP to upgrade your bodymod.
- You gain a copy of the long dark on whatever platform you want (digital copies like steam or epic games are simply added to your account, disks go wherever you store game disks.)
- you gain a box of wood matches (complete with the firestarting bonus) that never runs out of matches, this will always be on your person even with item lockout drawbacks.
- Everything on your person at the end is fiat backed and attached to your bodymod.
- gain the following perk: **nature's favor**: you survived the quiet apocalypse, co-existing with mother nature's more violent side, so wildlife will be completely passive around you unless provoked, starving, or influenced by a drawback. This is also applied to your bodymod.
- the room provided by the facilities section can be accessed at any time via its key, even in gauntlets, but attempts to enter the warehouse from the workspace during gauntlets will be met with failure.
- You get a “I survived the long dark” tee-shirt, this shirt is available to wear in gauntlets.

If you fail the gauntlet:

- You get to keep anything bought with CP, but it does not fuse to your bodymod (except feats, those are actually permanent and fuse to your bodymod)
- You move onto your next jump (obviously)
- You do NOT get any of the rewards
- You get a free “I failed the long dark” tee-shirt

Changelog:

Version 0.5

I made the jump.

Version 0.6 “first draft”

Changed a few perk names, added most of the items.

Version 1.0 “Challenge and scenario update”

Added the “challenge” and “scenario” sections, cleaned up formatting (I hope), converted published version to PDF (hopefully), added “The worst kind of predator” drawback, added 400CP item stipend, added changelog, added the ‘rewards’ for failing this gauntlet.

Version 1.2 “PERILOUS CONSTRAINT UPDATE”

Added the blackrock items (ballistic vest and noisemaker), renamed “forewarned” to “forecast” added **Jailed** drawback, added the wardens rifle to the items, added “the most dangerous game” to the challenges, added blackrock to the list of spawn locations, fixed some spelling, clarified how drawbacks and scenarios interact (all drawbacks were designed with “standard mode” and “ten year tenure” in mind and most of them would likely break most scenarios), cleaned up the spacing, probably done some other stuff I can't remember. Added notes section.

Notes:

If a drawback and a scenario clash then the offending drawback is disabled, but “standard mode” is mandatory if you take any drawbacks and failing standard mode fails the whole gauntlet, I know that was said above but it just needs to be said again because most jumps don't do stuff like that.

The wardens rifle will one hit kill anything you hit, but it's very loud, and its ammo is expensive to make, I don't have an exact crafting recipe in mind so fanwank responsibly, but it should be something you can't just make because you want to, ideally it should be more then two rifle rounds put together in raw material cost, and even with the artemis enchantments you still need to load the moonlight mag with regular ammo for it to be converted.

I hammered out the PERILOUS CONSTRAINT UPDATE stuff in a very short time (there's not a lot to it, just a location and some items, a new drawback, scenario, and challenge), and I just had some fun with this, I know the magical enchantments are probably unbalanced, but balance already went out the window when I decided to make companion imports 50 a pop. if there are any suggestions then just let me know, my reddit handle is right there under the title after all.