# Sweet Home Gauntlet
## by Shadeseid

Well, well, well. Look what the cat brought in. I would say welcome to your new sweet home, but this place isn't really...secure. Or sweet for that matter.
In this world a certain virus runs rampant (actually it's a curse but people don't know that yet), that turns people into Monsters if they can't resist their own temptation. It could be comparable to a Zombie Apocalypse, just with the difference that instead of zombies everywhere it's Monsters with extreme variation in power and abilities exist. One of the more dangerous apocalypses I might add, but one that is certainly survivable.
Let's see...I should give you something but your knowledge should already be a great advantage. Something the people here didn't have, that's for sure.

Well then take this:

**+0 cp**

Whoops. Seems like you have a little problem my friend. Ah screw it, I'll take your stuff away too. Now, now don't cry. You'll get it back after your time here. Oh you have supplements? I know these. I used them too. No cheating, give them to me! Stop whining already!

As a compensation you can choose your background. How does that sound? You can be here whoever you ever wanted to be. A student? CEO? Popstar? Go wild (*It doesn't matter here anyway, cough,cough*)

But now to the important part. What will your part in the story be? That part of a Hero? An Antagonist? Or a mindless mook? I hope you choose your path wisely, since one mistake can end your life here (but not your Chain, Jumpchan didn't allow me that).
Your point here is to stay for 10 years. I want to see how you struggle. Optionally you can choose to stay only one year (look at the Drawback Section for a Toggle) but believe me. That one will be abit more...harsh.

**Locations**

You can pick any largely populated place in South Korea. I would recommend the same city as the show takes place in though. Would be interesting to see how the plot goes with you added in.

## About your body:

I know that some humans can be quite vain about their outer appearance, so I'll give you the following for free regardless of what else you take:
Healthy Body: You get a standard Human Body as a base. Your age can be between 20 and 30 years of age. You will have no allergies, no terminal illnesses and will be average in all categories that a Human of that age may be (intelligence, strength, speed, stamina, etc.) if you aren't already. If you are above average in a category already I will not take that away from you.

## Origins:

Well here you can choose:

Free-Human: You know this one right? Even if you weren't one from where you come, you should know why this is free. You will have it easier when working in a group, social little fellow that you bunch are. Just...watch out for Infected. These can be a liability and a problem.
Your Lose-Condition with this Origin will be: Getting killed, obviously and/or turning into a Monster.

200cp-Monster: Uhh...Isn't your nose bleeding a bit much? You didn't hurt yourself while *ahem* 'giving' me your stuff right? Ohhh…well looks like you are infected with this world's Curse...ahem I meant Virus. Now you should be more powerful than all humans here by default, but Monsters can be aggressive to each other if attacked, so better watch out for that. Now let me ask you: What was your greatest desire which you gave in to?
Monsters can be killed by even normal Humans with a weapon during the so-called 'Golden Hour'. That is a time where a Monster is more easily damaged and will lose it's healing factor. Every Monster has that time shortly after becoming one and then all Monsters will have it during a certain time of day.
Your Lose-Condition with this Origin will be: getting killed or being trapped or involuntarily bound in a place for more than a year.

## Perks

Perks have to be bought. There are no freebies here except otherwise stated. Also there are no Discounts. You can only buy Perks from your Origin or the General Perks Section.

**General Perks:**

50cp-Good Luck Have Fun: You seem to have some sort of strange optimism. You seem to be able to have fun. And that will never change. You will be able to have fun even in the darkest and grimmest of times.

50cp-Last chance: With this I absolutely guarantee you that you will not start on the street, once everything starts. And how should I say it? You now always have some strange kind of luck. If something happens that would be problematic, you will never have a survival chance of zero with this. In Future Worlds this will save you from the start of all sorts of world-ending disasters. If aliens invade or monsters appear you will survive the first hour if you find shelter.

50cp-Imagine...Warriors (Free for Humans): You can play the song Warriors from Imagine Dragons whenever something badass appears or is about to happen.

1200-Eternal Golden Hour: You have gained something peculiar. Everything you fight can be worned out. If it should be invincible, it can get damaged at least with a weapon. Nothing will be forever invulnerable. If it should heal, it's healing factor can be worned out. It will heal slower and slower. You have an important gift in this world. Use it, prevail and save other worlds with this. Get the Imagine...Warriors Perk for free

Human

100cp-Survival Instinct: You have a sense for when things are dangerous, a strong gut feeling that something bad's about to happen or that a person is suspicious. These gut feelings are usually right

100cp-Diplomacy: You are good at getting people to work together with you. You must be able to contribute something, but at least you can convince military or Half-Monsters to not kill you on sight.

200/400/600cp-Fighting Skill-
For 200cp you are an amateur at fighting but you could survive normal Zombie movie

For 400cp you are an experienced fighter and can easily hold off 1 weak monster with a weapon
For 600cp you could go toe to toe with weaker Monsters without any weapons and could come out on top.

200/400/600cp-Creator of Danger
For 200cp you are able to make simple but effective weapons (spears out of knives).
For 400cp you can make dangerous weapons, think of Home Alone but not kid friendly.
For 600cp you have basically McGuyver levels of bullshit, make weapons that seriously threaten monsters out of house utensils.

400-Houdini: As long as you are trapped but not watched you can escape from anywhere. You need to be able to move by yourself of course. But trapped inside a cocoon in a basement? If nobody is around you can get out of there. You may be skilled in escaping in general but you truly shine while unobserved. Maybe some sort of stage fright?

400cp-Seer of Peace: You can see if someone or something is hostile or friendly. This extends also to the information if someone is a Monster which did not yet turn or a Half-Monster. This may seem not like much at first, but can prove to save yourself and others and a lot of ammo in the long run.
(This allows you to see in future worlds for example if certain Kaijus are friendly (Godzilla, Mothra) or hostile (King Ghidorah, Rodan))

1000cp Half-Monster
You sadly are one of the Infected. Luckily, you did not yet turn. But there is still a chance. Like the protagonist, you are a Halfmonster. This comes with incredible strength to hold other Monsters back (though not defeat them without weapons or the Golden Hour), but more importantly a very potent regeneration. You could be pummeled by some of the strongest Monsters, shot in the neck with a pistol at point blank range and just get up after some time while shooting the bullet out of your neck (if it didn't go through your neck of course). On top of that you can choose one ability, similar to becoming a body-hopping slime that can take over corpses and give them your powers as long as you are inside them, or be able to grow steel-like feathers out of stumps.

Monster

Free-Regeneration: All Monsters seem to regenerate as long as it isn't their Golden Hour or they are dead. Your regeneration is fast enough to gain back one finger in a

minute. This has no limit on what or how much at the same time regenerates. This scales to your size.

100cp-Base Intelligence: Monsters seem to lose a lot of their brain cells after becoming one. Not you. Your IQ points can NEVER fall below 100 (barring Drawbacks). If someone tinkers with your brain, you will not lose your sense of self. Would have been helpful before you turned, huh? After this Gauntlet your IQ points cannot be lowered from outside forces.

Strength-+200/Free/200/400
(You can buy strength at a discount if you only apply your strength to one bodypart. For example your legs to increase jump length and kick strength. Your arms to increase grip and punching strength. Or something more weirder like your neck. If you designed your body to have a long neck you can increase your neck strength to be powerful enough to crush humans. Or your tongue. Choose wisely if you do that.)

All monsters are somewhat powerful.
But you seem to either have been a child or an extreme weakling before and didn't wish for strength. If you want 200 more points you are so weak that an everyday human can easily overpower you and even 2 kids could make you fall down a staircase. Better have a good ability or you should avoid groups all together. God help you if you get attacked by another Monster...
So the Free level gives you just below peak human strength. Sorry either pay more here or have a good ability that helps to kill others.
For 200 you have enormous strength. Being able to hold your own against the Protein Beast for a time (equivalent to Halfmonsters) and push or with effort and training throw a car a few meters.
For 400 you have the same strength as the Protein Monster. You can walk through solid brick walls, defeat other Monsters with your strength alone and easily push cars with one hand around.

Durability-+200/Free/100/300 (Durability can be bought with a discount if you bought the same level in Strength, If you take both Strength and Durability at the negative Level you get an extra 200 points)
For free you are quite hardy. Getting stomped by humans won't bruise you in the slightest. Also getting your head chopped in half won't kill you as long as you have something of your brain left.
For 100 you are hard enough to not be phased by everyday utensils. Kitchen knives, pencils and the like will not come through your skin if they aren't used at the right spots (your eyes, ears, orifices and the like) or aren't used with enough force. Guns can still kill you even if they aren't shooting bullets.
For 300 you are nearly invincible (by this world's standards). It would take at least a semitruck to ram you at full speed to phase you and even then you wouldn't have a bruise to show for it. Weapons will not hurt you anymore as long as it isn't high

military tech for this world and fire needs to be really hot to get through to you. You are a walking juggernaut. Do you want some protein?

Speed-+200/200/400
(You can purchase speed at a discount if you apply the discounted speed only to a certain body part. For example if only your arms can move at the 400cp level you can choose to only pay 200 points. You cannot choose both legs if you take this. Body parts that can be chosen are:
Armlike limbs (if you grew tentacles or controllable hair those fall under this category),
your head (this includes your jaw so you can chew with such speed that you are extremely dangerous (strength and durability at at least the free level recommended),
One leg or limb that is used for movement for extremely fast kicks.

If you want an extra 200 points, then you are no faster than the average depiction of Zombies. You just shamble down hallways and it always looks like you could stumble if the wind blew too hard.
For 200 points you are fast enough to catch up to a car if it isn't driving at its max speed.
For 400 points you become as fast as the Speed Monster. So fast that the human eye cannot keep track of you. You are speed. And they will fear you.

Special Ability-Variable cp
Since I have no clue what your deepest desire is and we are already cheating here I let you choose what you want. You can design a power for yourself.
As long as you pay appropriately for it. You can purchase this multiple times, but it must make some sort of sense.
(*Don't betray my trust*)

For free you can get something really minor. Something like (non extendable) claws. Like an animal.
For 100 cp you can increase one of your senses beyond human. Hear good enough to be able to live blind.
For 200 cp you can increase one sense even beyond that. Think of the Eye Monster.
For 300 cp you can have something like expanding body parts. They can only expand for about thrice their 'normal' size. Think of the Hearing Monster with its claws.
For 400 cp you can increase your body part length waaaay more. Think of the Arm Monster which was able to extend its arms throughout an entire room without it's torso being seen at first.

For 700 cp I can get you something specific. Seems like your desire was to be the strongest there was. Or the biggest, your call. You get bigger every time you get hurt (This won't work if you die. Enough force can kill you outside of your Golden Hour). This is not instant but can happen surprisingly fast. Fall down out of a multi-story building and if you survive that and the following day and you become somewhat as tall as you fell. With your size comes obviously more strength and durability. Don't get too cocky with just this.

**Items:**

As stated Items can be bought at a discount by their respective Origin. Here you can buy Items from different Origins. Items that cost 100 cp and get discounted become free.

Human
These things here will help you survive

100cp-Melee weapon: You have an arm-long melee weapon. It can be an improv spear made out of a broom and a kitchen knife, a baseball bat or a katana. Or something similar as long as it is objectively close to the mentioned weapons. Your choice what exactly it is.

200cp-Safe Flat: You have a small apartment complex which is surprisingly safe. Your walls are made of solid rock and your door is a lockable steel door. Monsters cannot smell you in it and as long as no one is too loud, Monsters will not pay much mind to it. If a monster is attacking it, it will take a considerable amount of time until it gets in.

400-Military Equipment: Well now. Seems like you've hit the jackpot! You are now the proud owner of one full-automatic weapon, a hand pistol, a protective suit with a bulletproof vest and a combat knife. You also get one grenade. This is important stuff. Use it wisely. You find one extra grenade per month, 10 ammo for the hand pistol a month and one magazine for the rifle every 3 months. Don't waste it. You obviously only find these when you are looking for them in places where you have not been before and where it would make sense to find them.

600-Safe Building Complex: A building to survive the apocalypse in. Not only will this building be surprisingly easy to defend from outside threats, despite its appearance, but most things will somehow overlook this giant building. There will also live people from all tracks of life with different stories, experiences and skills. But you are guaranteed to be able to build a team of at least 5 capable people out of these somewhat 3 dozen denizens. It has also inbuilt traps in areas where nobody

normally lives and they somehow only get activated by intruders and Monsters. And every trap that your group installs gets the same ability? Really this is good. Now you only need enough supplies.

Monster

I know what you are thinking: ‘Why would a Monster need Items?’ Easy. Even Monsters need stuff to keep them alive, aside from their powers.

100cp-Hunting Grounds: A general area where you can always find something you can hunt. Animals, humans, whatever. If you can find it alot in a Setting you can hunt it in that area. It will not be secluded so better defend your territory from invaders who want your prey.

200cp-Home: Sweet Home. Hey thats the name of the...Okay I’ll stop. You now have your own big room. Perfect for just running away from the rest of your problems. People have to be exclusively looking for you to find you here, except when you bring them in of course. It’s also good for keeping prey in if you want to eat, kill or torture them later. It’s not easy to escape but possible with enough willpower.

400cp-Monster Nest: This can be an underground parking area or something similar. This area is full of monsters with some sort of truce. Instead of the one shown here will always be one Monster on watch which will scream if prey or danger comes in. If you are a Human you get some sort of ‘key’ to a place like that to throw people in to get rid of them. Just make sure to keep it otherwise locked.

800cp-The Virus/The Curse (Cannot be discounted): This. This is something evil. With this you can bring the same apocalypse from this world over to your future travels. You yourself can now spread and somewhat control the Curse in your future travels. What this exactly does is ‘infecting’ people with something in their mind. Another copy of them will talk to them in their head and will try to guess what their most precious desire is. They can resist it, but it will be painful. Because as long as they are infected their nose will bleed extremely strong until they pass out for long periods of time. If they give in once and say ‘Yes’ they will turn into a Monster like the ones from this world. Monsters are a bit reluctant to attack Infected but will do so if provoked. In future worlds you can either let the curse get out and destroy the world like here or just let it out in a general area and then let it die. You can then also choose to be completely immune to this spread. Also I will throw in that the Monsters will always scale with the Setting so that they will always be dangerous to general humanity in some way. Go on, throw it into Warhammer 40K and see what happens! Now I know why I offered this! The Virus/Curse will only work on Human beings or beings with a psyche resembling a human. It will not affect animals or other non-sentient beings.

**Drawbacks:**

General Drawbacks (Can be taken by everyone)

+0- Normal Gauntlet Mode/Canon-Toggle (Mandatory to choose one): With this you can pick on what kind of way you wanna suffer. Wanna make a hardcore nightmare mode but cut down your time down to about one year? Or wanna have something resembling the first season of the show for the full 10 Years (I strongly recommend this one)? Whatever you choose you will have some sort of struggle

+300/+600-Just unlucky: You seem to have not that good luck. If you take 300cp for this you 'only' will have some sort of magnetism for trouble. As a Human you will find yourself with daily monster attacks. As a Monster you will find that your enemies will have some way of hurting you badly.
For 600cp I think you are suicidal. Now you will have trouble coming in groups. Monsters will work together without getting in each others way. As a Monster you will find that Humans you are hunting have traps everywhere and each child has some sort of weapon.

+900-Call in the Military!: Now you've done it. The military is hunting you now. As a Human they will think you are a Half-Monster no matter if it's true or not. As a Monster they think you are something like Patient Zero and need to take you down to at least slow the spreading of the 'Virus'. No matter what you are, you will not have more than a week of rest. Don't take this with the 2nd Level of Just unlucky. That will make this Gauntlet literally impossible.

+1000 Nemesis: A Half-Monster knows you and wants to kill you. You will be confronted at least twice per year (if Normal Gauntlet Mode is taken) or once every 2 weeks (if Canon Mode is taken) no matter what you do. And if you somehow manage to 'kill' them they'll come back. They'll always come back. They will always be able to put up some sort of fight through sheer tenacity, wit, skills and a combination of these three. And since they will get multiple tries in getting to you, they'll also learn from their mistakes.

+1300-Imagine...Dragons!: Well. Someone has to fall for this. There are Dragons now. Real Dragons with the size of a bus. Most of them are quite Asian-looking (Flying snakes), but there are also some European-looking ones (Wyverns (2 wings for arms) and Standard Western Dragons (1 pair of wings on the back and 4 legs)). They are basically unkillable without heavy military equipment and all are able to fly and breathe fire. They do not need to eat but will gobble up Humans and Monsters alike if they can spot one. At least you won't see more than 1 a week with this and then it would need to spot you. Don't even try to fight them. If someone kills or helps

to kill a Dragon they will be marked. Every Dragon that is within 10 miles of you will be able to track a marked person by scent. Don't mess with these Dragons since they are the Warriors now! They will not burn down or attack cities or houses as long as they see no prey entering them. If you take this with 'Call in the Military!' the Military will go out of the way of the Dragons and the Dragons will ignore them mostly.

Human Drawbacks (Can only be taken by Humans)

(+0/+500 mandatory) Whispers: As everyone here you are infected. Don't worry too much, you aren't an Infected yet. Only another You is inside your head now and tries to talk to you. Nothing too strong here. As long as you stay yourself it will be okay. If you want 500 then this becomes worse. Your Inner You now has a general idea what your true wish might be. And it guesses good. The closer it gets the worse your situation becomes. And don't think you become a Half-Monster that easily. If you take this Drawback without purchasing Half-Monster you will never become one no matter what your willpower might be. Your nose-bleeding will get worse and you will be very weakened because of that. And if your willpower slips up you will become a Monster.

+200-Squeamish: You are now easily frightened and disgusted by things. Puking may happen now more often than you want.

+400-Child: You are now a 9-year old. Also this makes you more easily frightened and I think I don't need to tell you about your basically nonexistent fighting chance.

+500-Bad Start: Did I say you had a good start? Well not anymore with this Drawback. Your exact starting location is now outside on the streets. Hopefully you can survive the most dangerous night on the streets that would make The Purge look like a kindergarten in comparison. (You cannot purchase the Perk 'Last Chance')

+500-Paralyzed: Seems like your body now has a very important issue: You cannot walk anymore. You have no feelings in your legs and can never walk again. Well as a Human at least. If you wanna be clever and take this with Half-Monster: You may be able to move in another manner, but walking, running or anything that involves your legs is now impossible. At least there is no pain.

+500-That Guy: Now everywhere you are there will always be someone who is 'That Guy'. They are obnoxious, antagonistic, cause discord and problems in groups. But the bad thing is that their way of thinking will not end. When they survive a near death situation they will not change for the better. And god forbid if you are an Infected in any way. If they won't vote for killing or exiling you they will lock you up themselves.

Oh and if you get rid of them? I said there will always be ‘That Guy’. Either another of the group adapts that way of thinking or your entire group dies and the next one will have their own ‘That Guy’.

+700-No Jumper, you are ‘That Guy’: Get out of my face. You now have all the character flaws described in ‘That Guy’ above. But you won’t have the same staying power as above. You may learn in time but I don’t think anyone will give you enough time for that.

Monster Drawbacks (Can only be taken by Monsters and Humans who purchased the Half-Monster Perk)

+200-Super Aggro: Wooaahhh. Come down there dude! What is it with you and your anger? In any case you are an angry sonovabiatch now. So much in fact that if anyone does anything that disturbs you like loud noise will be in alot of pain once you are there. And if they attacked or injured you? You would relentlessly go after them with tunnel-vision until they are paste.

+300-Simple-Minded: There’s dumb, dumber, super dumb and then there’s you now. There are lots of stupid Monsters and now you are among them. You have no capacity for pattern recognition to speak of and you’ll probably run in ambush, after trap, after trap and then turn back because you’ve not found one Human and then run through that hell again. If you are still able to, that is. Think of how the Eye Monster literally went up with it’s eye into the face of someone. You are now that stupid.

+400-Overspecified Movement: Huh. Seems like you had a weird wish. Now your method of movement can only be described as ‘overly specific’.
Maybe you can only move sideways or backwards and not see where you are going as you move. Or you are made for swimming and only crawl on land (for swimming take your purchased level and for you crawling take one below that and half the movement speed). Or maybe you can only fly but all your appendages are wings which are very hard to move on the ground or indoors. Either way you may be a killer in your natural hunting ground, but you will more often than not fight on enemy turf.

+600-FIRE: Are you covered in Gasoline!? Otherwise this will not make sense. You are now so easily flammable, that frickin’ paper seems more fireproof in comparison to you. A lit cigarette could spell your doom if it would hit you. At least I am not so cruel and would say that sun, heat and traction can activate this spontaneous combustion-like effect.

+600-Adrenaline Rush: Seems like you got another special ability! Everyone you fight or hunt gets some sort of last stand from all the adrenaline they get in their

system! They will not only get hyper focused, faster, stronger, tougher and deadlier, they will also all become some sort of noble hero who would burn and bomb themselves in order to kill or destroy you. Hopefully you can kill them quickly before they hear a certain song...

+1000-Golden Eternity: You are unable to heal under any circumstance. If you take damage, it will stay with you until your end here. No matter if you leave or die. Resurrection, Regeneration and anything of the sort will not work.
You can still be durable but you cannot purchase the maximum level of Durability with this.

## Scenarios

**You are the Warrior!:**
If you survive at least 3 attacks on you per week you gain the perk Imagine...Warriors for free. Also you become more courageous and confident.

**The Killing Quest (Can only be taken as a Human who didn't purchase Half-Monster):** If you managed to kill at least 100 Monsters in your ten years here then you gain the perk 'Eternal Golden Hour' for free. Killing will only count if you made the most work wearing a Monster down and not more than 5 people were involved in the killing.

**The Big Badaboom (Can only be taken as a Human):**
Do you remember the giant form of the Protein Monster? If you pick this Scenario there is now a second Monster with the same size and ability to grow. Your job is it to bring down that behemoth of a beast. How you do that isn't important, you just need to be around and play a main role. That beast has to be taken down before it grows so large that it would destroy the city you are in in under a day. You lose this if the Monster either grows too large to be effectively killed (if it ever grows over 130 Meters in height), it kills more than 80% of your starting group (the group that helps you fight it) if you have no 'group': when it kills 20 or more bystanders, or when it destroyed the entire city you are in (no intact buildings).
(If you take this with the Drawback 'Imagine...Dragons' the dragons can help you with this and will not count towards the 'failing quota'. But they'll prioritize the bigger threat to them.)

If you manage to kill that titan you gain the following: 'Killer of Giants'. Every time you fight something that severely outmatches you in terms of size and power, you will find a lot of seemingly random opportunities to bring it down. Maybe there are some explosives lying around that are surprisingly effective in blowing out chunks of that enemy. Or since it becomes so big that it's size is way more of a hindrance in fighting

you than it already should be. Either way the bigger they are in comparison to you the harder they fall when they fight you. And they will fall hard.

**The Butcher (Can only be taken as a Monster):**
If you were able to brutally kill every Human you've seen and at least tasted their flesh you gain the following:

'The Butcher': In Future Worlds you can always cut dead things up as easily as they were pigs no matter their durability. Dead only count for unmoving beings who cannot defend themself anymore, so Zombies and other Undead aren't affected by this unless they can't move anymore (not even their innards or mouths). But feel free to flail these Diamond Hard Dragons as soon as they are dead. But what would that help when you couldn't savor their flesh? You're now able to eat any flesh no matter what it's from as long as you cutted it out of a body. No matter how poisonous, hard or otherwise unsavory that flesh would be, it will be edible and savory.

**The Slaughterhouse (Can only be taken as a Monster):**
For this one you need to have some sort of 'Base' which cannot be bigger than a big shack. In order to succeed this Scenario you need to make at least 90% of your Human kills in that base. You need to capture Humans and bring them into there and then kill them after a certain waiting time (depending on the time you needed to bring that Human there). If you could simply take the Human with you and weren't slowed down on your way back, you need to wait 10 whole minutes before killing them. You need to kill at least 25 Humans with this method in order to succeed.

As a reward you gain your 'Base' for free for the future if you didn't use the 'Home' Item for this. Also something more dangerous: The perk 'The Slaughterhouse Smith'. Every place you own where you kill indoors you can give the status of your Slaughterhouse (you can only have 3 Slaughterhouses at the same time). These places will just exude fear and terror. To such an extent that only the most suicidal and determined of people will willingly enter these places in order to save someone from there. While inside the stench from your previous victims will be extremely strong to everyone that is not you and the view will be even more disturbing. Also while you are inside everyone that chooses to fight you will be even more terrified of you than they were already. If they weren't knowing fear before they will know it when they meet you in this place. Every blow that you land, that makes them bleed will be extremely devastating, if they manage to survive that at all. And when they can escape they will find that they not only need to find professional medical help as fast as possible for fear of infections they will always keep nasty, itchy scars to remind them of the horror that was the inside of this place.
All victims that are brought into this place by you personally will find themselves marked. They will not only find it incredibly hard to escape that place but will also find it impossible to destroy it while inside. They may damage and sabotage it but even a simple wooden shack will not burn up or break apart if you've brought them in. Oh

and the mark? You will always know where they are as long as they have that. If they hide in piles of corpses? Clear as in an open field. Running away from you into a populated area? As easy as to find them clothed in a black dress while on a sunny day on the beach. In order to get that mark off they not only need to literally cut it out of their flesh but also need to be a certain distance away from your designated Slaughterhouses.

## Notes

This is Version 1.0 and was made for the first post.