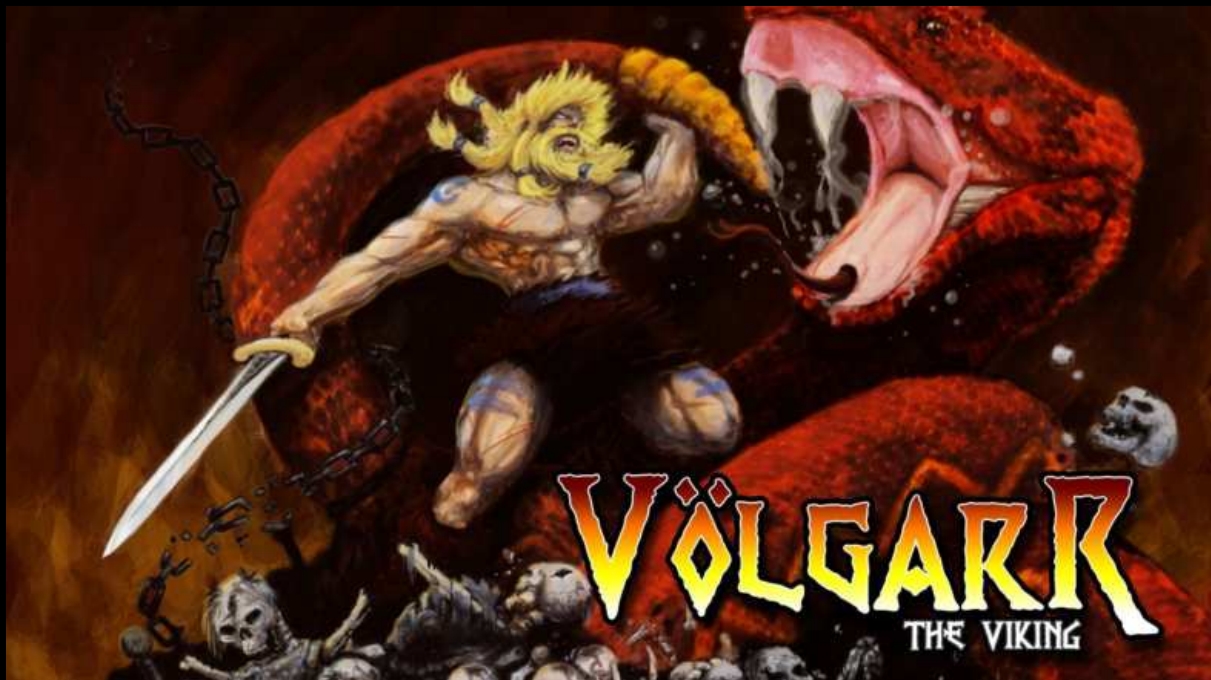




Gauntlet by Ferlovskar

Rise Warrior!

You are on a mission from Odin to slay the greedy dragon Fáfnir, who has locked himself away in a tower sealed with ancient magic that even the gods cannot penetrate. To reach the tower you will have to traverse six worlds, each containing their own monsters and natural dangers. Each world will also be inhabited by a guardian, a beast possessing unparalleled power and dominion over their region in exchange for their servitude to the dragon, that you will need to defeat before you can proceed, their lifeforce being tied to the protections on the tower.

Facing a hopeless task... Will you heed Odin's call? And become a viking legend?

+0 Cp

-[Background]-

You will pick no origin in this world jumper, your task is clear from the start. You can freely choose your age and gender though, Odin cares only for your ability to cut down his adversaries.

-[Perks]-

The abilities needed to complete your task

Brave Viking - 100 Cp

A giant snake? A floating skeleton? A MASSIVE dragon!? Nothing can face you, for you are without fear. This also helps you ignore pain and squeamishness, which there will be aplenty waiting for you on the battlefield.

Cunning Fighter - 100 Cp

A great fighter is not only brave and strong, but cunning as well. You possess this third virtue in spades, allowing you to easily solve puzzles or problems thrown at you. It also helps you

find easier ways of doing things, why bother fighting that evil dragon when you can just burst through his window and decapitate him before he transforms!?

Warrior of Odin - 200 Cp

As a warrior in the service of the Allfather, your physical abilities far surpass that of a normal man. Rippling with muscle you possess strength enough to shear a lizardman (stronger and tougher than normal humans) in half with a swing of your sword or impale a spear in stone with a throw. You are also very agile, capable of leaping more than twice your own height, effortlessly balance on a spear stuck in a wall as well as performing spinning attacks mid-air with your sword that makes you a deadly opponent. You have enough stamina to do the above for days on end without seeing a decline in your performance. With this you could face armies of men on your own and survive.

Wealth A plenty - 200 Cp

Your luck at finding gold and jewelry, especially on the corpses of your enemies, is now drastically increased, enough so that a mission such as this one could net you enough gold to restore a ravaged kingdom to its former glory. This is partly enemies just happening to have more of their personal wealth with them when you defeat them and partly gold and jewelry being created ex-nihilo for you. This ability will also create chests, when you have defeated boss monsters (or their equivalent), that disappear after you have looted them, the contents depending on how strong the enemy was. You also possess a dimensional storage for wealth, unlimited in its size, that can suck up any wealth like gold coins, gemstones and jewelry that you are close enough to reach out and touch.

Charge Attack - 300 Cp

This ability allows you to charge projectiles before throwing them, an act that cloaks them in energy and increases their power several times over as well as shielding them from harm. A projectile you use this on also becomes somewhat affixed to the path you intended for it, meaning they can pick up enemies they skewer and carry them with them without changing course. The act of applying this normally takes a couple of seconds but can be reduced with training, the maximum charge time and power of the projectile can also be increased with training.

Look Ahead - 300 Cp

You have a heightened awareness of everything in an area of about 50 meters around you, as if you were currently looking at everything in that area at the same time. This means that you can easily spot ambushes in advance or see an arrow flying at you from behind. It works through walls, meaning you can be 'aware' of things happening on floors above or below you, but it only works if you could have been capable of seeing it, meaning rooms completely blacked in darkness will be hidden from you (unless you can see in darkness that is). If you ever tire of this awareness you can turn it off and on at will.

Mjollnir's Power - 400 Cp

You possess the blessing of Thor! This manifests in the form of a force field that blocks any one attack that hits you and unleashes a counterattack, calling down a vicious lightning bolt that will vaporize most enemies close to you as well as sending balls of lightning flying in

every direction from you, this will only harm those you wish it to. While activated you will glow with a faint, inner blue light. This ability has a cooldown time of about a minute before you can use it again.

Einherjar Workout Routine - 400 Cp

Well now, look at you Mr. Big-shot. You are a chosen servant of Odin, one who is sent out into the mortal world to do his bidding, and have centuries of experience training (fighting to the death that is) with the greatest warriors of Midgard in the halls of Valhalla and of battling against the many monsters of this world. You can truly live up to the name of Einherjar, army of one, as your skill makes you a warrior capable of overcoming almost any challenge set before you.

Hidden Form - 600 Cp

Like Fáfnir, you possess the ability to change from a man into a monstrous form, either that of a dragon or some other creature. In this form you possess much greater strength and durability than normally and might have another ability, like flight or burrowing, depending on what form you take.

Rise Warrior! - 600 Cp

Live, die, and rise again! With this perk you gain the ability to rise again when slain, a lightning bolt striking the ground and your body being rebuilt nigh-instantly from the spot it hit. Where you are 'reborn' is either the place you died or a randomly selected spot in an area somewhat close to the location of your death. This perk can allow you to rise again infinitely as long as your soul isn't destroyed or a powerful enough magical weapon with the ability to slay the unslayable is used to end you.

-[Items]-

Tools to keep you alive and make your enemies die!

Starting Gear - Free

A finely made steel blade and a wooden shield.

Blessed Spear - 200 Cp

A simple but well made spear with a wooden handle that possesses a very special quality. It can be summoned to your hand at will, multiple copies of it can exist at the same time, meaning you can spear-spam all you like. The copies will work as a normal spear would but will disappear after a couple of minutes.

Hammer Shield - 200 Cp

An unbreakable shield with the motif of a hammer upon its surface, capable of blocking any blow as long as your strength can handle it. It also enhances the power of any projectiles the user throws, increasing their striking power and penetrability. A spear toss that would normally lodge itself in the first enemy hit could now pierce through multiple in a row.

Baldur's Protection - 300 Cp

A nice helmet presenting an intimidating visage tho those who look upon it, one that even an evil overlord would approve of. It possesses the magical quality of increasing the speed of its users' attacks, doubling their swiftness in combat.

Tyr's Flame - 300 Cp

A finely made sword. It's unbreakable and possesses a sharp edge, allowing a normal man to cleave others in two with a simple strike. It also possesses the power of fire, capable of lighting on fire as its wielder wills. The fire by default makes the blade twice as deadly, doubling the damage of its strikes in game terms, and will extend the reach of attacks made using the sword, about half the length of the sword again.

-[Companions]-

Fellow champions to join you on your quest!

Völgarr - 400 Cp

The man himself! No longer will you simply fill his shoes for this job, he is coming along for the ride, and the glory! Long ago he survived the razing of his homeland and forced the raiders into a retreat. Pursuing them, he slew them by the hundreds before they finally overwhelmed him. Allfather Odin, impressed by his bravery and might, chose him for the mission to slay the evil dragon Fáfnir before his rising power could threaten the nine realms. This is the original hero of the story and he possesses the

following Perks and Items: *Brave Viking, Cunning Fighter, Warrior of Odin, Charge Attack, Mjollnir's Power, Einherjar Workout Routine, Blessed Spear, Hammer Shield, Baldur's Protection, Tyr's Flame.*



Valkyrie - 400 Cp

Odin seems keen to bring out the big guns now, sending one of his valkyries, one who brings the worthy dead to Valhalla, with you on your quest. She possesses the same perks as Völgarr but none of his Items, though she has a spear of higher quality than the one offered in this gauntlet. She has the ability to summon wings made out of blue fire on her back that allows her to fly and to travel to other dimensions and she can also become selectively invisible, choosing

who can see and hear her, and can interact with the souls of the dead, talking to them or ferrying them to a chosen afterlife. As someone who has spent their life carrying dead heroes to Valhalla, she is eager to help keep one alive for once.



Fáfnir - 400 Cp

This is the great dragon Fáfnir before his greed drove him mad with power, still in the form of a dwarf. He is extremely well versed in magic and can with time unlock abilities similar to the *Hidden Form* perk, allowing him to transform into his dragon form. His likes include conducting magical research and being rich, it's up to you to stop him from going down the path which has Odin calling pest control on him. He fights primarily using fire and lightning magics but his strength as a dwarf should not be underestimated by enemies who get too close.



-[Drawbacks]-

Setbacks on your journey, accompanying greater rewards.

Shittalking Birds: +100 Cp

A flock of ravens will now follow you wherever you go. They will constantly mock you, telling you how you screwed up or saying that your face is ugly for example. They can't be killed, somehow always able to avoid your attacks, and will learn and adapt to irritate you as much as possible, depending on your reactions to their comments. They will also likely alert everyone close to your presence, meaning sneaking about becomes harder to do.

Dirty Deeds: +100 Cp

Done Dirt Che- wait wrong franchise. The battlefield is not a clean place and with this Drawback, neither will your face be.. or the rest of you. Gore from enemies you kill, dirt and mud, algae and seaweed from the water world, bone-dust and cobwebs from the undead world, and so on will now cling more easily to you, almost magnetically drawn to your body. You will probably smell bad and itch a lot during your time here, and water that can be used to cleanse yourself won't always be close by.

Freyemies: +200 Cp

Seems the god Freyr smiles on you... On your misery that is. The god of rain and sunshine has seemingly decided to mess with you, changing the weather to whatever is currently most inconvenient for you; a ray of sunlight showing your location to your enemies or rain making mud of the earthy slope you have to climb. It won't get much more intense than this, meaning no hurricanes or the like being thrown at you, but when the weather works to make you miserable... you will be miserable.

Cumbersome Architecture: +200 Cp

Seems like the temples and buildings of these worlds were built primarily for dwarves and monkeys. Getting around for you will now be a much more cumbersome task as you will have to shuffle through narrow tunnels to reach the next room or climb long ropes while enemies take pot-shots at you. While this most often will only be a danger to your back or knees, sometimes having the lowground in a fight will place you at a definite disadvantage,

no need to mention how it is to fight giant spiders or snakes while on your stomach in a small and dark tunnel...

Scheduled Monologue: +200 Cp

You thought you were lucky huh? To be in a world where the antagonists weren't going to monologue your ears off before trying to kill you. Well, that fact is now false. Each guardian will now have an extensive monologue prepared for when you come to confront them and you will have to listen to them, without interrupting, every single time. This also means that using a certain shortcut to ambush Fáfnir or trying to sneak attack the other guardians is no longer possible as they have a fiat-scheduled monologue to get through before you can fight them.

Starting Over: + 300 Cp

Each time you travel to a new world, all of your loot will be stripped from you and placed in different treasure chests found in the world. These chests won't be that hard to find, just taking the direct path to the guardian will have you find enough chests to recover all your gear, but it does mean that for some time in each world you will have to work with only your bare-hands against the hordes of monsters that await you. If you purchase any companions, this will apply to them as well.

Red Alert: +300 Cp

Going about your way unnoticed becomes completely impossible with this. All enemies will know when you enter their world and when you get close to them, about 50 meters or so, they will know your exact location in relation to theirs, and what paths they can take to reach you as quickly as possible.

Labyrinthian Design: +300 Cp

Worlds are designed in a way that makes it hard to progress, due to their confusing architecture. The likelihood of you getting lost is now much higher and enemies have more opportunities to jump out at you from a hidden alcove or door.

Negative Safety Regulation: +400 Cp

This Drawbacks adds a sprinkle of traps to the world, the shoot-ey and stabby kinds of traps that is. Each world is now akin to something out of Indiana Jones' nightmares, riddled with arrow-shooters, spike falls and more. Better watch your step now as the very environment itself seeks to kill you, while also never seeming to hinder your enemies.

Smarter Enemies: +400 Cp

Enemies have their intelligence increased from what was seen in the game. They will prepare ambushes and instead of all just rushing you some might keep their distance and throw/shoot at you from afar while others block your path to them. Monsters will now employ tactics and strategy in their pursuit of your demise, making your task that much harder and more dangerous.

No Hurry: +400 Cp

You can no longer run, the max speed you can move at being a brisk walking pace. This means outrunning enemies or dodging projectiles in any other way than jumping becomes much harder and that progressing through the worlds will take more time. The good news though is that you will look like a proper badass doing this! Small mercies count for something right?

Monster Mania: +500 Cp

The amount of enemies in each world is drastically increased, where once there was one now there are dozens. While this doesn't apply to the guardians, there still being only one in each world, you will now literally have to cut through armies to reach them and progress.

Worthy Adversaries: +500 Cp

All monsters are much more powerful and more skilled with their weapons/abilities. Apart from making every world more dangerous, the guardians each become legendary monsters that even the greatest of heroes would struggle against (with new abilities and greater intelligence and skill at using them).

The Full Story: +500 Cp

Nidhögg, a gigantic dragon that gnaws on the roots of Yggdrasil, is the secret hidden boss of the game, one you can only reach through unlocking his level by doing specific things in each world. This Drawback makes it so that you will have to defeat him to complete the Gauntlet. To reach him you will have to complete a grand puzzle that spans all six worlds (or more depending on your choices) to unlock a portal to the place he resides in.

Double Trouble: +600 Cp

Where before you would have to travel through six worlds this Drawback doubles the amount, for a total of twelve that is (no one ever said einherjar like you were good at counting). These additional six stages will be unlike the ones you have seen before, containing new and unique enemies and challenges that didn't exist in the game, and will make the task of reaching Fáfnir more time consuming.

Hel Mode: +600 Cp

You only have 1 Hit Point. This means that as soon as something hits you, you die. Good luck clearing this Gauntlet when a bird hitting you in the face is enough to kill you. Pick this and feel the frustration of anyone who has ever tried to play game!

-[Ending]-

So you have completed Odin's mission for you, well good work! You have now truly become a viking legend! Something, that you will see, plays into your reward!

Reward: As a viking legend, the tale of your journey has been immortalized in Norse mythology. Aside from the satisfaction of knowing that people will have to study you in university and that movies and books will be made about you, if you go to a world where the Norse myths are true then you can insert your deeds from here as a backstory in that world. This reward also applies to any companions from here if you bought them, allowing your shared legend to spread to any world you travel to.

Notes*

-Buying Fáfnir as a Companion won't win you the Gauntlet just like that, he is simply a copy of Fáfnir from another world. There might be some confusion in the fight against this world's Fáfnir if you bring him with you though!

-Rise Again!: A powerful enough magical weapon could be something like death's scythe (depending on the world) or any other object conceptually linked to the concept of death. A gun that can kill anything could kill you and you would still rise again, the focus on what can truly stop your resurrections are objects and/or attacks that can harm your soul directly or those linked with the concept of a final rest (fanwank responsible).

-Hammer Shield and Charge Attack do stack, this is intended, to create even more powerful projectiles through their collective blessings.

-Tyr's Flame: the 'doubling' to its damage is just a measure of how hot it is, it isn't a conceptual x2 bonus to any strikes made using the sword. This means it won't actually do twice as much damage against all enemies in its fire mode, especially if they are immune or resistant to fire damage.

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