



The whole reason this started is because your mom heard a voice from God, telling her to sacrifice you thy Lord above to prove her devotion to Him. Knowing she would mindlessly follow his command, you escaped through a trapdoor under your rug with her calling after you brandishing a kitchen knife. Now you have come across this strange land under the floorboards. You must traverse through the rooms full of traps and monsters of unimaginable horror to gain the power defeat her, and eventually all the ones preventing you from living a full, happy life without the burden of religion...

This Jump is Gauntlet. You have no access to your warehouse, companions, or powers, other than your body mod during the remainder of this Jump. The Jump will be successful if you manage to defeat all bosses at least once. When you beat a final boss, you will be teleported back to the start with all of your transformations, trinkets, pills, cards, and items, each time, gaining a new chapter to discover and access to more powerful bosses. If you die, or voluntarily give up, you will be teleported back to your Warehouse without consequences, however any gear or powers you obtained in this Jump will be lost. You have as much time as you need. You will begin the Basement, the Cellar, or the Burning Basement (a possibility if you bought *Afterbirth*²). Good Luck.

You have 0 Pennies.

Drawbacks

In order to even afford anything that's offered, you must take some drawbacks. There is no drawback limit.

Hearts Bar (REQUIRED) - You will live on a HP/ Heart System. Unless you chose Isaac's Costume Collection, your max health will start at 3 full hearts. You will know what your health status is at all times. After the Jump, you cannot use Red Hearts (unless you have empty heart

containers from another iJump), but you can still use Soul Hearts, Black Hearts, Eternal Hearts, Gold Hearts, and Bone Hearts, and when injured, they will be used before your physical body takes any damage.

The Naked Child (+50 Pennies) - You now take the form of Isaac, and you have his exact strength, agility, and endurance before taking any item, transformation, etc. You also cannot put on clothes, draw, or play with toys (that are not collectibles or items), because you must be cleansed of sin.

Limited Pockets (+50 Pennies) - You can only hold one card/pill, and one trinket at a time unless you find an item to counteract this. For an extra 50 pennies, this will also apply to bombs and keys, as you can only hold as many as you can on your person (normally you would be able to hold up to 99).

Amnesia (+50 Pennies) - Everytime you take a pill or use a card, in a few minutes you completely forget its effects.

Hemophobia (+50 Pennies) - The mere sight of blood or guts will be enough to make you have a mental breakdown. You have to learn to push through it, because it's all you'll see.

Flimsy Keys (+50 Pennies) - There's a big chance that whenever you use a key, the key will break before unlocking the door or chest (by default, they break after unlocking the door/chest).

Unlucky Gambling (+50 Pennies) - You will never win at any game of chance, the Slot Machine, the Shell Game, Beggars, etc.

The Grinning Demolitionist (+100 Pennies) - There is quarter chance that whenever you light a bomb, it will turn into a Troll Bomb, and 5% chance it will turn into a Mega Troll Bomb.

Clumsy Familiars (+100 Pennies) - There is a big chance that any familiar you gain will accidentally attack you.

Incompatible (+100 Pennies) - Whenever you take two transformations whose cosmetic effects don't mix (i.e., demon wings and angel wings), the first transformation's effects are nullified, so you can only have so many.

E. Coli Poisoning (+100 Pennies) - There is a highly increased chance that, when damaged by a feces-themed enemy/boss, you will get a disease caused by E. Coli, that has a possibility of taking your health down, with added pain/discomfort.

Empty-Handed Reincarnation (+100 Pennies) - Every time you defeat a final boss, when you teleport back to the beginning, you will lose all transformations, trinkets, items, cards, pills, keys, bombs, and the like, and you will have to gain them all again.

Double Trouble (+200 Pennies) - Each level will have twice as many rooms, and each chapter will have twice as many levels.

Wrath of Jehovah (+400 Pennies) - At random intervals, angels sent by God will come down to halt your progress and hopefully kill you. They will be relatively tough to defeat, like trying to kill 2 Monstros wrapped into one being.

Afterbirth² (+600 Pennies) - All Afterbirth and Afterbirth+ features, including bosses, will appear in the Jump, and you must defeat all of them at least once in order to complete the Gauntlet.

The Lost (+1000 Pennies) - You take the form of The Lost, a ghost who will die in one hit.

Powers

You'll need supernatural abilities if you want to take her down.

Weaponized Tears (Free) - You gain the ability to cry on command, and fire your tears like bullets. Those tears will burn away at the target's life force. They only do as much damage as Isaac's, for now.

The OST (Free) - The correct themes play in your head at the correct times. This also applies for any Jump that has an official soundtrack (for example, Undertale or Breath of the Wild). You can turn this off at will, and will never be loud enough to damage your hearing or block out outside noise. As an added bonus, if you can't already, you will be able to get the chills from listening to really good music. It's free because music is cool, and doesn't deserve to be paid for.

Tough Skin (100 Pennies) - You are immune to the damage of any type of spikes or spines. This includes Curse Rooms, Sacrifice Spikes, and moving Spike Traps. However, you cannot receive any rewards from Sacrifice Rooms. If you don't take this, by default, you will take damage when entering or exiting a Curse Room, even if you avoid the spikes when walking through the door. This does not include any types of knives, but does include spears, spike-firing guns, melee weapons with spikes, such as baseball bat with nails, and etc.

Mega Satan's Soul (400 Pennies) Once every month, you have the ability to morph into Mega Satan for 10 seconds. You may not use any previous abilities or powers during this time, only His. During the Jump, the cooldown time is reduced to once every time you defeat two final bosses.

The Travelling Shopkeeper (100 Pennies) - During this Jump, there is an highly increased chance to come across Shops. After the Jump, there is a random chance that whenever you

walk through a door, a Binding of Isaac-style shop will be on the other side (when you walk out and walk back in, the normal interior will return). The shop will take only the local currency.

Dealing With The Devil (200 Pennies) - When entering a Devil Room, you will always be given one item for free, without having to sacrifice a heart container.

Fireplace Fingers (50 Pennies) - You can summon fireballs at will from your fingertips. You can pay 50 Pennies to upgrade it to Red Fireballs, or another 50 for Blue Fireballs, and another 50 for Purple. They all have the same effects that their respective colored Fireplaces do. You may switch between colors at will.

Modded Content (150 Pennies) - You may choose one mod made by players and implement it in the basement. Any bosses added must be defeated at least once.

Rebirth (300 Pennies) - You get 5 respawns, 5 extra chances before you fail the Gauntlet.

Eden Tokens (350 Pennies) - Whenever you defeat an enemy significantly stronger and/or bigger than you (only applies to final bosses for this Jump, like Mom's Heart or Isaac), you will have one Eden Token added to your name, which you can mentally cash in in exchange for a random amount of status upgrades (like speed increased by 127%, or endurance by 2.5%).

Items

Materialistic weapons will also be good.

Coin Stash (50 Pennies) - You start the Jump with around 250 Pennies.

Imported Weapon (200 Pennies) - You can take one, and only one item from your Warehouse to take with you. Must be reasonably sized, so no tanks or gigantic rockets. Think guns, swords, artifacts, explosives, etc.

Genetically Modified Butter Beans (50 Pennies) - A can of beans that refills to a random amount when empty. When you eat one of these, you'll fart so uncontrollably for 5 seconds, that it will knockback any being as far as possible.

Isaac's Costume Collection (100 Pennies) - Every time you defeat a final boss, and you are sent back to the beginning, there will be a chest full of costumes that are the playable characters of the game. You may pick one to wear each time, and its powers will be bestowed upon you, whether it be increased health, flight, etc. After the jump, you may choose what you want to wear freely.

The Breath of Life (100 Pennies) - At will, this holy-feeling air will emit from around you. You can breathe this in, and you will be completely invincible. If you breathe it for more than six seconds, you will be physically injured. The cooldown time is six seconds.

Quarter Zodiac Set (200 Pennies) - 3 random Zodiac collectibles will be given to you.

Mom's Bottle of Pills (200 Pennies, discounted 100CP if you also buy Deck of Cards) - A prescription bottle that always has at least 5 pills with random (in-game) effects. The colors does not correlate with effects, ever. Refills when empty to a random amount of 5-25 pills.

Deck of Cards (200 Pennies) - Always has at least ten (in-game) cards. Refills when empty to a random amount of 10-60 cards.

The Seven Slightly-Deadly Sins (300 Pennies) - Once every chapter, you can summon a slightly weaker version of one of the Seven Deadly Sins at will (Pride, Greed, Envy, Lust, Wrath, Sloth, Gluttony) to help you fight. It will stay alive even after the battle, but you cannot summon another one until the previous has been defeated. You may pick up any coins, keys, bombs, or items the Sin drops upon its death. For an extra 100CP, you may upgrade its power to that of a Super Deadly Sin.

The Harbingers' Steed (200 Pennies) - You receive one of the Harbingers' horses (you can choose which one), in which you can fly and ride through walls. During this Jump, however, you will appear at the other side of the room if you try to leave during a boss battle.

Guppy (400 Pennies) - Your cat, named Guppy will accompany you in this Gauntlet (and after, if you complete it). It has all of the powers that each of his body parts gives you when obtained individually (has 9 lives, gives an increased chance of finding a treasure chest when in its presence, summons 2-4 blue flies when he physically attacks an enemy, can fly, and will give you two soul hearts every time you are critically injured). This also means you cannot find any of his body parts, nor can you transform into him. This also gives you Guppy's Hairball for free. Will die for good after his ninth life is used up.

Unicorn Stump (100 Pennies) - Half of a unicorn horn that makes you invulnerable and faster for five seconds when you put it on, and has a cool down time of 24 hours (or every completed room, for this Jump). You may upgrade it to My Little Unicorn for 50 Pennies more.

Reward

Congratulations, you have single-handedly killed all of the disgusting, satanic, and overweight monsters that lurk just under your bedroom. But now, it's time to go onto another adventure, one that may be even more treacherous than this. But before you go, there are some rewards you need to claim.

- *A new Alt-Form, with all of your current transformations (includes Passive Collectible transformations)*

- *Any items, such as pills, cards, bombs, keys, trinkets, etc. that you have ever collected. All items you receive can be multiplied for each companion (both active and inactive).*
- *A special encyclopedia for every monster, animal, or creature you encounter on your Chain. It automatically updates itself when you discover them, and includes all of the necessary info about them.*
- *You can summon any boss you want at will every 48 hours, and it will fight with you. You can summon only one at a time, but can also include Afterbirth bosses even if you didn't take the drawback.*
- *You get Mom as a companion. Can shift between regular mom and giant-leg-evil mom forms at will.*

Footnotes

- Hearts can heal any type of empty heart container from any jump (mainly talking about LoZ).