

Subnautica Gauntlet

Version: Holy Diver

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Maybe you were on a mining expedition. Maybe you were here to rescue someone. You could be a peaceful explorer who stumbled on the wrong planet. Whatever the case, as you came in for landing something burned a massive hole through your engine. You barely make it to the escape pod before your vessel explodes behind you, raining wreckage down on the planet below.

Welcome to Subnautica, Jumper. As a gift, consider yourself immune to Carar, unless you choose otherwise.

You are now stranded on an aquatic planet full of things that want to eat you. Worse, your powers and warehouse have been disabled, and you left your wallet at home. No one is coming to rescue you, and transmissions from the surface are being jammed.

+0 CP

Your goal is twofold – first, find and disable the local quarantine cannon; second, construct a vehicle capable of carrying you off this planet before something eats you. Fail, and not only will you be heavily traumatized by your gruesome death, but you'll be sent to the next jump without a single reward. Your rocket is unique; taking any other vehicle off planet will count as choosing to stay.

The only test that matters starts now. Can you survive?

Origins

Prisoner (Free)

Why were you on the ship? No one knows, not even you. You woke up in the brig with the doors open and barely stumbled to an escape pod before the whole place exploded.

Engineer (100 CP)

You're the guy responsible for fixing and maintaining your ship. Good news – plenty of time to put that engineering degree to work. Bad news – you're starting from scratch.

Scientist (100 CP)

Swimming might not be your forte, but you've got an excellent grasp on the physics involved. As a science major, you've learned to take a step back and consider things intellectually. Work smarter, not harder!

Marine (100 CP)

Marine life? You're all *about* that. You've got excellent marksmanship and close combat training, though you won't find many ranged weapons around.

Location

Where did your pod land? You may pick a biome.

Safe Shallows (50 CP) : Teeming with life both plant and animal, this biome is very shallow and – you guessed it – the safest place on the planet. As long as you can swim, it's pretty easy to survive here. Keep in mind that it's surrounded by stalker territory.

Floating Island (50 CP) : One of the rare instances of dry land on this planet, the floating island doesn't actually touch the bottom of the ocean. Instead, it is held up by massive specimens of a creature known as a floater. It does drift with the tide occasionally, so it may wander around a bit, but the area below it is deep and it can be hard to catch food.

Kelp Forest (0 CP) : The dense kelp vines here reach all the way up to your lifepod, making movement difficult. Worse, something's moving below, and it seems very hungry.

Storm-Tossed Waters (0 CP): You came down in the middle of what feels like a hurricane. You won't be able to go out for a while, but when you do, you'll notice that you've been thrown into the deep end. Considering how sparse this place is and how deep any food sources are, you may wish to relocate. Hopefully, you'll be able to push your lifepod somewhere more lucrative. Kick those legs, Jumper!

Sunken (+100 CP) : The bad news – your floats didn't deploy correctly, and you're now underwater. Good news – you didn't pass the crush depth of your life pod, and it's now perched on some very fetching underwater mountains. More bad news – your life pod is surrounded by inquisitive bonesharks. No sudden movements, now. Any vehicles you bought spawn near the surface, way, way above you.

The clicking noise is *bad* (+150): You may have launched from your ship, but the apple doesn't fall far from the tree, where the apple is your pod and the tree is an antimatter drive core rapidly losing containment. Your lifepod is shielded, but it's running on canned air. You have to get away from your ship as quickly as possible without dying of radiation poisoning and *before* it explodes like a nuclear bomb. Afterwards, you may want to come back and make sure it's not killing the environment. You need that.

Perks

Just Keep Swimming (50 CP – First Purchase Free for Drop-in, Engineer, Marine)

It would be a short, sad gauntlet if I didn't make sure you could actually swim. The first purchase gives you basic competency; the second makes you Michael Phelps.

Super Lungs (100 CP – Discount Drop-In)

Suspiciously efficient genes approximately double the time you can hold your breath. Useful in any situation underwater, especially if you dislike being weighed down by bulky air tanks. You no longer suffer from nitrogen embolisms.

Manifold Destiny (100CP – Free Engineer)

You've got one job, and you're pretty good at it. The things you build have extra hull integrity, giving you more leeway when constructing habitats. Vehicles you construct have more advanced armor, making them harder to hurt without sacrificing acceleration.

In a [Underwater] Cave, with a box of [Titanium wreckage] (100 CP – Free Scientist)

Most people would say that doing science underwater is a bad idea, but not you. Whatever experiments you run in the future will be easily waterproofed, so if your habitat loses integrity you won't lose months of work. You also gain a basic education in this centuries' school system, which is a lot better than it sounds if you consider the tech level.

Wet Work (100 CP – Free Marine)

Maneuvering underwater comes naturally to you, making combat significantly easier. This won't increase your max velocity, but you can dodge with much greater efficiency.

Hook, line . . . (200 CP – Discount Drop-In)

As long as you don't move, animals and fish smaller than you are will completely ignore your presence. This will make catching food much easier, especially if you know how to bait them. Warning: may cause standoffs with crash fish and strange skin discoloration.

Shielded Turbines (200 CP – Discount Engineer)

You know how to close systems efficiently, protecting them from foreign matter. No longer will fish gum up your intake valves, or weeds tangle your propellers. Also makes your vehicles much quieter, which is handy in Reaper territory.

Hydroponics (200 CP – Discount Scientist)

You've got a green thumb – well, sometimes a purple thumb, or a blue thumb, but you get my point. Farming this planet's flora comes easy to you, and you can even make large interior farms if you have the space. If you have Life or Death, you gain a very practical knowledge of xenohybridization, allowing you to make your own super crop plants.

The Knife Guy (200 CP – Discount Marine)

Normally, it takes a *lot* of cuts with your puny knife to kill even the smaller carnivores. For you, it only takes one. As long as the enemy is roughly humanoid in size, you instinctively target the vitals. Ineffective on armor, such as on a boneshark. Go for the eyes!

Swimming is a Free Action (300 CP - discount Drop-in)

For most people, a long swim burns calories *very* quickly. For you, that's not the case. Hunting a fish for two hours will burn just as many calories as sitting on a couch for the same amount of time.

Strap on a Booster (300 CP – Discount Engineer)

Vanilla blueprints are *lame*. The AI refuses alterations to the basic design, so you've mastered the ability to modify any vehicle you make with extra bits and pieces that didn't come out of a kit. Seamoth mounted propulsion cannons? Sure! Gravimetric fish scoop on the front end of your Cyclops? Why not! Just make sure the batteries don't overload.

Symbiotic Bond (300 CP – Discount Scientist)

You have an odd relation with the native wildlife. It seems just a bit more tolerant to your presence than normal, ignoring you for a time in return for sufficiently large meals. This will allow you to permanently tame stalkers after repeated feedings. Tame stalkers will follow you wherever you go, helping you drive off predators. Comes with the resources and blueprints for an alien containment.

Survival Training (300 CP – Discount Marine)

Your fabricator normally can't cook anything larger than a spadefish, and making a cookfire underwater (or out of the native plants, for that matter) is incredibly problematic. Luckily, you don't care – they whupped that out of you in boot camp. You are now immune to foodborne illness and can survive off half your normal H2O intake. Comes with a Marine-issue stillsuit and a lifetime of survival trivia.

Food Chain (400 CP – Discount Drop-in)

You gain a sixth sense for danger. Whenever something big and hungry is swimming your way, you will know. Prevents ambushes by predators and boosts adrenaline response, sometimes enabling fight or flight mode before the fish even knows you're there. You also gain excellent low-light vision.

Tim Taylor Technology (400CP – Discount Engineer)

Power systems like nuclear reactors and solar plants produce double their normal output without straining the circuitry. Tools and habitat fixtures may be put into overdrive, increasing effect at the expense of efficiency. While in a vehicle, you may redline the engine, doubling its speed for sixty seconds. Overdrives and redlines drain power very quickly, and will damage components if overused.

Life or Death (400 CP – Discount Scientist)

They laughed when you studied the life sciences, but you'll show them! You are now an expert chemist and virologist, capable of whipping up dangerous mixtures on command. Toxic warheads, advanced medkits, and poisons capable of killing Leviathans are now in your mind's eye. You'll need access to various chemical sources, but I'm sure you'll find what you need if you keep your scanner out.

Live Capture (400 CP – Discount Marine)

You gain access to a fast-acting paralytic. A single strike with a poison coated knife isn't very effective on leviathan-class organisms, but anything smaller will be paralyzed for about an hour. The toxin has a 15 second window while the poison kicks in, and it lasts for about an hour. A small sample of the toxin will appear in your lifepod once a day.

Mutant and Mildly Ashamed (600 CP - discount Drop-in)

Thanks to the abundant radiation from the ship's reactor and a unique reaction to medical nanites, you now have gills. What would normally be a source of shame (and horror) is actually very useful in this situation. Only partially effective at depths over 200 meters, but this is mitigated by a rebreather.

Master Builder (600 CP – Discount Engineer)

Your PDA gains immediate access to *all* the blueprints available in Subnautica, as well as a few that can't normally be found. These unique structures are: Ultrasonic Fencing, which ward away hostile wildlife; Hydrogen balloons and a submersible dock for when the hurricanes sweep through; Hydrogen-Fusion plants, which produces extreme energy from seawater; and finally, a robotics bay where you can manufacture automated scavenger bots.

Secrets of the Ancients (600 CP – Discount Scientist)

This is a Precursor planet, and that's likely why you came in the first place, because you're something of a Precursor expert. With working examples of the technology in front of you, you will learn to manipulate and eventually recreate their devices. Scanning alien artifacts will provide much more information, as well as blueprints with varying material costs. Some nonstandard buildables will require their own, special constructors.

A Commission (600 CP – Discount Marine)

Congratulations, Captain. You've worked your way into a position of significant authority, meaning the lock on your PDA's databanks is gone. You may now fabricate advanced weaponry, including bombs, guns, and armed submersibles capable of blasting apart Leviathans.

Items

Rocket Blueprints (Free to Everyone)

A long, complex set of blueprints on your PDA. With it, you'll be able to construct a vehicle capable of conveying you to your next jump. This will take a significant amount of resources to finish, but it can easily be fabricated by any constructor. Taking any other vehicle off planet will count as choosing to stay.

Skinsuit (Free to everyone)

It's not armored, but its climate controlled, and it comes with an air tank compatible helmet. Utilizes a small subspace inventory for the convenience of the wearer. The gloves grant extra traction, making it easy to grip slippery things like slimy fish scales. Skin-tight.

PDA (Free to Everyone)

Loaded with an emergency intelligence and more data capacity than you could ever use, this is a survivor's second most powerful tool (after his or her brain.) The AI may get a bit . . . quirky . . . over long deployments. Your version is basically indestructible. Contains basic construction blueprints.

Pod (Free to everyone)

This emergency life pod has inflatable skids along the bottom to help keep it on the surface of the water, as well as a hatch on both the bottom and top. It also comes with a radio receiver, six solar-charging batteries, and a universal fabricator. The storage container has enough food and water for about a week. A nano-med kit is synthesized and added to storage once a day.

Habitat Constructor 50 CP (Free to Engineers)

As long as the materials are present in your subspace inventory, the Habitat Constructor is capable of creating robust outposts and domiciles. Due to complex structural requirements, the constructor is unable to build anything that isn't anchored to the ground.

Knife 50 CP (Free to Marines)

Carbide edged and razor sharp, this is about as high tech as a knife can possibly get.

Scanner 50 CP (Free to Scientists)

The scanner uses the PDA artificial intelligence to analyze an object, often finding weaknesses or uses not immediately apparent to the user. If one of your fabricators is capable of constructing the scanned object, a blueprint is created. Scanning time varies with size and complexity.

--Upgraded scanner (50 CP)

For those who don't want to get *too* close to the Reaper Leviathan, but just *really want that scan*, this upgrade quadruples the scanning distance and speed.

Supply Crate (50 CP) (Free Drop-In)

Contains 50 nutrient bricks and a weeks supply of tepid water. Guaranteed to cause suicidal thoughts.

Stillsuit (100 CP) (Free with Survival Training)

The stillsuit recycles and purifies excreted water, storing it in a container on your back. Since water is both rare and space intensive, the stillsuit is very practical for long journeys. The taste is all in your head. Probably. The marine version comes with light, impact-resistant armor.

Gravsphere (100 CP)

Gravspheres are useful little devices. They attract small objects and fish, keeping them trapped nearby. Good for catching food when you don't feel like swimming. Comes in a crate of five. They short out above water, but otherwise last two weeks per battery.

Big, Revving Engines (200 CP – Discount Engineer)

A set of five large propellers ripped straight from a Cyclops. They're big to push a brace of submersibles really fast or something much larger at a slow pace. Rigged for solar power.

Hazardous Environment Suit (200 CP – Discount Marine)

Meant for space combat, this suit is nonetheless effective underwater. Due to the weight of the armor, it has been modified with a jetpack and buoyancy devices to increase mobility. Blunt impacts and piercing attacks will do almost nothing, though due to the flexibility anything big enough to get its jaws all the way around you is going to crush you like a tin can. Radiation shielding is light, but present.

Containment (200 CP) (Free with Symbiotic Bond)

The Alien Containment is much more complex than your average aquarium, incorporating spatial warping to miniaturize flora and fauna within. Hatching eggs and hand feeding them inside the tank is a proven method of domestication. Comes with a stock of eight live Reginald fish.

Ion Crystals (200 CP)

Ion crystals are the Precursor's favorite method of storing energy. They also make really great batteries for your various vehicles, and you'll need several for your rocket. This purchase buys you five.

Whale Call (200 CP) (Discount Drop-in)

A set of five beacons that pulses rhythmically with infrasound. Summons curious reefbacks after a period of time. By activating beacons remotely, you will be able to use them as free transports. You get a blueprint to make more.

Sonar Jammer (300 CP)

What started out as a counterintelligence device has become much more deadly. Apparently, this frequency *really* irritates Reaper Leviathans, who come to check out whatever the hell that racket is. As expected, these are almost always one use objects. Thankfully, you have the blueprint. Timed activation.

Propulsion Rifle (300 CP) (Discount Marine)

It pushes and pulls at high velocity, depending on the setting. An extremely deadly weapon in the hands of the imaginative. Comes with a supply of harpoons. Battery powered.

Stasis Rifle (400 CP) (Discount Scientist)

Temporarily immobilizes anything caught within the bubble it fires. Bubble size and duration can be increased by charging the gun. You are immune to the effect while you hold the rifle. Battery powered.

Habitat (500 CP) (Discount Engineer)

Maybe you're just not that big on building your own stuff, or maybe you don't want to hunt down the resources. Either way, you now have a small underwater base near where you started. It has solar panels, a storage area, a bed, a hydroponics bay, and an empty multipurpose room for whatever you want to put inside.

Vehicles

All vehicles bought here cost you no resources and, if destroyed, respawn after three days.

Seamoth (200 CP)

It's fast, safe, and reliable. The Seamoth has one seat and is highly customizable, provided you have somewhere to modify it. It runs on power cells and will warn you if you approach maximum safe depth. Comes with sonar and an electrified hull.

PRAWN (300 CP) (Discount Engineer)

An exoskeletal vehicle made for hazardous environments. This vehicle is the most pressure resistant, though its speed is low due to its inefficient leg-based propulsion and weight. It makes up for this with a jetpack and optional grapple arm. Like the other vehicles, it runs on power cells. Comes with a drill arm.

Cyclops (400 CP)

A massive submersible about 55 meters long, this vehicle is heavily armored and able to go to much greater depths than the Seamoth. Maneuvering it can be tricky – it was made to be operated by at least three people. Multiple power cells greatly increase operational time. There's a hangar on the bottom where you can dock smaller vehicles. If destroyed, any items inside will come with the Cyclops when it respawns.

ASURA (500 CP) (Discount Marine)

An experimental exoskeleton based on the PRAWN with two more robotic arms, totalling four. Maintains all features of the PRAWN with additional combat capabilities, such as a torpedo arm, electrified grapples, and sonar imaging. Reported to be 'somewhat difficult' to pilot.

Companions

It can get lonely out here by yourself. Fish don't count towards normal companion limits.

Stalker Bro! (100 CP) (Egg Free with Symbiotic Bond)

Stalkers are very pack oriented creatures. This one is unusually intelligent and very loyal to you, seeing you as family. If there is metal in the area, it will find it for you. If you have Symbiotic Bond, you may start with a stalker egg for free.

Your primary directive is to swim closer . . . (200 CP) (Discount Scientist)

The beautiful (and horrifying) Mesmer are dangerous creatures with a unique hunting adaptation. Anything that views them unprotected will be drawn into their hypnotic lightshow, stunned, until the Mesmer takes a chunk out of them. Yours is at least passive to your presence, and will hang around you to distract predators. Try not to watch the lights if you plan on doing anything productive.

Not Altera Approved (300 CP) (Discount Engineer) (May Import an AI)

Altera guidelines prohibit true artificial intelligence. Yours breaks that rule. You may import an AI companion or define its personality now. It can't disobey Altera protocol, but it may at your discretion activate the corrupted 'Auto-pilot' functionality of your vehicles. The AI is also capable of managing your many bases, and can shut off systems if they begin to overdraw the station's power.

Heaven-sent (400 CP) (May import a previous companion)

Since the only way for a human to get here is by spaceship, that's exactly how you meet your companion. Their ship explodes in orbit, and you discover the inhabited life pod soon after. You may import a single companion or create a new one. They gain a background, their free perks, 200 CP, and up to 400 CP in drawbacks. They cannot buy anything but perks, though they may gain free background items.

Drawbacks (You may take up to 1600 CP)

Classification: Nuisance +100

Whenever you're on dry land, cave crawlers seem to appear out of nowhere. This includes your base, which they get into whenever you leave for more than a day or so. They aren't *extremely* deadly, you'll be able to fend them off with just a knife, but they get into *everything*. Expect them to eat your stored food, scratch up your Seamoth, and just be all around unpleasant roommates.

Silence +100

You are now stone-deaf from the explosion. This is bad, because most of the wildlife here *love* to catch you unawares, and visibility is poor deep underwater. At least you'll sleep better – most of them sound pretty terrifying, even the harmless ones.

Batteries not Included +100

The Alterra brand batteries you make are junk, and last a tenth of their normal lifespan. Maybe you can find an alien substitute, or maybe not, but it's going to be hard getting anywhere when your seaglide lasts thirty seconds. Bring a few spares.

Bad Soil +200

I hope you like fish, because the dirt here is terrible for farming, and all the plants that survive keep getting weird alien diseases. Strangely, this only applies to plants you grow in captivity.

Fish Allergy +200

The fauna of this planet don't seem to agree with you. A single bite of alien meat will make you horribly ill; a second could kill you without medical intervention. If carefully bred in captivity, the effect disappears – maybe it's something in the environment?

Quarantine Enforcer +200

It sees you. It knows what you're capable of. It wants you dead, but it's not personal. It can afford to wait. After it hunts down the other survivors, it will come for you. You won't see it coming, so sleep with your scuba suit on – you may just wake up underwater, far from your base and surrounded by hostile wildlife.

Alterra Debt +300

As it turns out, Alterra owns this entire planet. Normally this wouldn't be a problem, considering you're (probably) planning to leave this world never to return, but that changes with this drawback. Now, you have to pay Alterra back for all those valuable minerals. After you escape the planet, you'll spend ten Earth years being an Alterra wage slave before being allowed to leave.

Conqueror +300

Maybe you like to move around, or maybe you just like planting your flag on new and unexplored real estate, but whenever you find a unique biome you're immediately seized by the compulsion to build a base. Expect to waste a lot of time and resources constructing habitats.

Fear the Reaper +300

Fiercely territorial and without a shred of mercy, a Reaper Leviathan has taken up residence near your pod. It will patrol in a slow circle, rarely venturing through the center, but if you ever go past that invisible line it will hunt you down. You'll have to face it soon enough. May be taken twice.

Test your Metal +400

Your ship was really small. This wasn't much of a problem in getting here, but after it exploded it left basically no wreckage. Even surviving will be a challenge; actually building the rocket will take years. You may catch yourself hoping other ships explode in orbit.

Carar +400

Remember how you can get off the planet by building a rocket? Not anymore. Now, there's another goal. You have lost your immunity and are infected with a deadly alien pathogen known as Carar, which will debilitate you within five weeks and kill you within ten. If you try to leave while infected, the quarantine platform will blast you out of the sky. You'll have to find a cure – maybe something around here has evolved an immunity.

The Most Dangerous Predator +400

More people will be coming. That's an inevitability. This sector is like the Bermuda triangle for spaceships. The problem is that now, whoever crashes next will most definitely *not* be friendly, and will be better armed than you are. Prepare to compete for limited resources against vicious pirates with only your wits and whatever you can scrounge up. Thankfully their guns are ineffective underwater, and their ship exploded much like yours did. At least they drop wreckage. One will come every two months.

Clipping +600

OH DEAR GOD THEY'RE COMING OUT OF THE WALLS! There seems to be some sort of issue with this world's . . . everything. Creatures are able to move right through walls, the terrain, and even (in a limited fashion) fly for short periods of time, acting like air is water. Maybe that's why you find old ruins on top of mountains. This can range from frustrating when you're trying to catch food to incredibly dangerous when a Reaper Leviathan casually swims out of the ground underneath your base. You could *swear* they're just spawning down there.

Thalassophobia +600

What? You're terrified of the ocean? Man, you really chose the wrong jump. Your character will hyperventilate and pass out if they ever get more than 50 meters from land. This can be alleviated with a vehicle, but if you're forced to abandon ship it's likely you'll drown or get eaten.

Hardcore +600

Normally if you die in this gauntlet you would simply continue on your chain without a reward. Now, you're sent home. One and done. Worse, everything seems just a bit more dangerous. Bleeders now move in large packs, plants are often spikey and poisonous, and if you kill a Reaper Leviathan (other than one provided by the drawback) another will arrive within a week. Also, watch out for the crash fish. They're *everywhere*.

The End . . . ?

Your rocket takes off, and contrary to your expectations, it doesn't explode.

You watch the aquatic planet disappear with mixed feelings.

Against all odds you've survived Subnautica and are on your way to your next adventure (or a few years working for Alterra.)

Good job, Jumper. I knew you could do it.

Specific items/perks

Your scanner and fabricator will work as they did here. Any Human-built tool can be scanned and fabricated, as long as the tech was either a structure (Habitat Constructor domain) a vehicle (mobile vehicle constructor) or a personal item smaller than a Seamoth. If you have Secrets of the Ancients, this will work on alien technology, but I can't stress enough – a fabricator is *not* a replicator. Even if you scan it, it might take handwavium, or singularity, or some other weird resource.

Gills may either stay or go. Your prerogative. You can choose to simply hide them until you're in the water if you'd like. You are no longer affected by water pressure.

Whale call will summon either reefbacks or a whale equivalent, depending on what's available. Sonar Jammer will always summon a Reaper Leviathan. You'll need to be in an ocean for it to work.

Yes, you can keep the rocket if you really want to. No, it won't end any other jumps.

The Alien Containment will store fish for you between jumps. You may bring whatever fish are in it with you, including purchased Stalker/Mesmer companions. You may put new, non-sentient fish from other jumps in it if you wish. The fish inside will be kept fed, happy, and immune to disease.

If you have Symbiotic Bond, you may summon Subnautica wildlife post-Spark.

The fabricator is locked down to prevent the adding of recipes by way of anything but scanner processing. Maybe you can get past the lock, maybe not, but I wouldn't start experimenting here. They have a tendency to explode.

Gauntlet Rewards

First off, you get a nice, tropical island attached to your warehouse. The nearby ocean is massive, but it eventually loops back to your island. There are plants but no animals, and you can find resources if you dig in the right places. Any boats, submersibles, or habitats you bought or constructed during the gauntlet can be found underwater. There's a teleportation gate underwater and it leads to an aquatic location somewhere in your jump. You can leave it open if you want, but make sure to keep it guarded.

Second, you gain the favor of marine life everywhere. Skittish fish will be friendly, intelligent fish will be helpful, and predatory fish will be ambivalent. Supernatural entities with major ties to water are affected, though results may vary.

Third, water no longer obstructs your view or your movements, and you can swim as fast as you can run. You are the fastest (natural) creature in the ocean. You can always tell how far you are from the sea.

Finally, you get a free T-shirt that reads "I Survived Subnautica!". You will gain an alternate version for each gauntlet you complete in the future.

Down Too Long in the Midnight Sea

You take your rewards, and you quietly head back to your own dimension. No time has passed, but you may find it hard to relate to those now 'younger' than you.

Rocket to the Stars

You decide to stay, and eventually your rocket is picked up by a passing trader ship. Your future is unwritten; bon voyage. Keep in mind, Altera wasn't kidding about charging you for the resources you've been mining.

Into the Depths

How far can you go? What else is out there? You decide to move on to the next jump.

