

Ruby Quest

A Jumpchain Compliant Document

By Yorokonde

Read The Quest Here: <http://evilcorporation.com.br/rubyquest/scene-001.html>

There exists a laboratory at an undisclosed location. It is known only as The Metal Glen. For reasons unknown, it was built almost entirely under the water. For several years it existed to experiment on a unique group of individuals that displayed certain abnormalities. The exact details have been lost, misplaced, or destroyed in the year since it was locked down to prevent what was inside from escaping. Fragments of the past can still be found here and there, if one looks and does not fear what horrors they may find.

Now the laboratory is a place of forgotten secrets and monsters that cannot truly die. A maze of broken machinery, scattered keys, unusual artifacts, and twisting corridors. Soon an individual known as Ruby will awaken into this place. She will be confused. She will be trapped. And very quickly she will discover that her missing memories contain secrets fit to terrify even the most stalwart of souls. That is if she doesn't die before stumbling across them. A very likely event.

You will be joining her and will awaken at the same moment she does. Depending on your actions, and the choices you will make below, you could be instrumental in her escape or the cause of her demise. Choose carefully, think deeply, and assume nothing.

Of course, that's assuming you remember this warning at all.

You Have 0 CP

Gauntlet Rules

1. You are stripped of everything you have gained from other worlds or supplements. Even the Body Mod, should you have taken part in one. You will be allowed only your wits and memories.
2. You will be given the body of an anthropomorphic humanoid of your choice. Your body will not give you any special benefits or qualities, no matter what natural defenses or unique properties it might normally have. It is a healthy body otherwise equivalent to a young adult human. The animal choice only influences your outward appearance. Once again, you will gain no benefits from your choice in animal.
3. You may choose either the GIRLISH FIGURE or MANLY PHYSIQUE Perk to gain for Free. These will influence your outward appearance to a minor extent.

Mission

To complete this Gauntlet, you must find your way through the Metal Glen and to the surface. There is only one exit at the topmost room of the laboratory. It is currently locked due to the entire facility being placed in a lockdown state. You will have to find a way to disable the lockdown before you will be able to leave.

Hampering your progress is a number of monsters. Each one is a horror of mutation and experimentation gone wrong. Each one is capable of murdering you, though some are certainly more capable than others. Not all of them are entirely insane. Tread carefully though. Some of them are very persuasive despite the danger they represent. And others don't look like monsters at all.

Entry Point

You find yourself awakened in a dark space. There is barely enough room for you inside the space. The only light you can see is a single red dot a few inches from your face. You can tell you are lying on your back. Should you manage to escape the locker, you will find yourself in the same room that Ruby initially finds herself in.

<http://evilcorporation.com.br/rubyquest/images/3195067/8.gif>



Drawbacks



My Eye Hurts (+100 CP): How did you manage to hurt yourself before you got here? Well, nothing to be done for it now. You have a painful, but not debilitating or life threatening, injury that is going to plague you during your time in the Metal Glen. The pain will be constant and may flare up in stressful situations. You may choose the exact type of injury you are afflicted with, but it must be roughly equivalent to a lost eye.

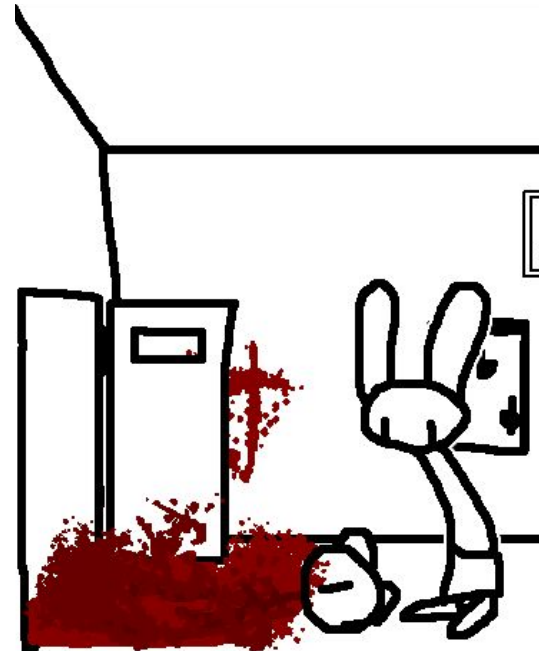
Inventory Lost (+100 CP): You're a forgetful sort of person. You have a hard time remembering what you have in your pockets. Which isn't a big deal. You could always just look. But that isn't always possible when you have mere seconds to react before a monster leaps on you or when a puzzle desperately needs to be solved. So good luck with that.

Riddle Me This (+100 CP): Dear god, why? Why does everything about this place seem to have a riddle attached to it now? Clues are given in riddles. There are more riddles that need to be solved to access computer systems. There are even riddles written on the walls in ways that look like they might be important but actually aren't. I hope you're good at figuring them out.

Hallucinations (+100 CP): You keep seeing things. Strange things. Horrifying things. You're not sure if they're real or not. The kind of things you hope aren't real. Most of the time when you go to take a second look, they're gone. Sometimes they're not. Sometimes they even follow you around for a while. But they can't hurt you. At least, not directly. Try not to jump off any banisters.

I'm The Only Clean One Left! (+100 CP): You're obsessed with cleanliness when it comes to your own person. You'll find yourself recoiling in horror from anything that would dirty you. Should you actually get dirty your primary thought will be finding a way to clean yourself. You can push this compulsion aside for a short time in desperate situations, but in moments of calm you'll have to indulge your OCD.

That's... A Lot Of Blood (+100 CP): You're fascinated by blood. Your own blood, the blood of others, the blood splattered across the walls, new blood, old blood, it barely matters. Whenever you find some splatter, puddle, or wound you'll be irresistibly drawn to it like a moth to a flame. You'll find yourself staring at it for a solid moment or two before you can react to anything else. Considering the amount of blood splattering this facility, you'll be spending more than a little time staring at walls and floors.



It's Watching Me (+100 CP): It's always there. Staring at you with its glowing red eyes. Swiveling around to face you when you look away from it for just an instant. Following you from room to room for no reason you'll be able to decipher. The scarecrow made of leather and stuffed with something squishy is disturbing enough in small doses. Prolonged exposure is sure to unsettle you. One wouldn't recommend destroying it though. Whatever inhabits the dread creation is sure to be displeased at being pried into.



Ruby Sees Where You're Going With This (+100 CP): Your mind seems to have a particularly perverted bend to it now. You'll be plagued by random urges to turn your time in the Metal Glen into a triple X experience. It's almost like someone keeps whispering naughty thoughts into your ear. Whether you indulge in these urges or simply exercise some self-control is still up to you. Still... they are tempting.

More Important Concerns (+200 CP): You do know that you're trapped in a mysterious facility with monsters hunting you, right? You've got more important concerns than indulging in your baser instincts. Thankfully, now you've got enough self-control to hold off, no matter how badly you want to. And boy will you want to. You can still think all the naughty thoughts you want, but you'll find that you have lost all ability to act on them during your time in this facility.

Hindering Mutation (+200 CP): It seems the body you've been gifted was not immune to the experiments performed in this place. It has already been changed and mutated. Your bones and joints have thickened, become tougher, and are now harder to break. However, you have paid a steep price for the benefit. You will find your movement slowed, agility reduced, and your ability to manipulate objects hindered by the arthritis in your hands. Welcome to the family, Subject #8.

Blind Faith (+200 CP): For some reason you'll never be able to fully explain, you are unable to see past any new doorway you encounter. Each entryway will be shrouded in darkness until you step through for the first time. Once you do, you'll be able to see in and out normally. You'll just have to move forward blindly the first time. Hopefully there aren't any monsters that like dark places and temporarily disoriented victims.

Reality Shift (+200 CP): There's a subtly disturbing quality to the entirety of the Metal Glen now. Objects tend to change position when you aren't looking at them. Couches and paintings slide themselves across the floor and walls to new places when you leave the room. Bodies vanish if you leave them unattended for too long. Should you stay in the facility long enough, you'll find that even the room will begin joining in the action.

They Can't Know (+200 CP): You have a problem with trusting others. Even those who have proven themselves your friend again and again. Secrets and information you discover tend to stay within your own mind with the proof hidden away from others. Even if they could be vitally important to others. Especially if the secrets involve you in some way. This is going to cause you problems in the long run.

Where Am I? (+200 CP): You might have known something about Ruby's adventures before coming into this Gauntlet. Maybe you memorized all the solutions to the puzzles, or the layout of the Metal Glen, or fangirled so hard you would have spent the first twenty minutes squealing in delight. Well, not anymore. You've forgotten every bit of knowledge you had about Ruby Quest. All of it. You'll have no hints or clues from outside of this gauntlet to guide you. You don't even know who Ruby is until she introduces herself.

OKAY I GET IT SHUT THE FUCK UP! (+200 CP): Everyone has an inner monologue, but it seems like yours has the volume constantly cranked up to 11. And it's throwing a party. A drunken one where everyone seems to have an opinion about your current situation. Mostly unhelpful suggestions. You're going to find it harder to think through all the noise in your head.





Endless Forest (+300 CP): Normally the research station known as the Metal Glen would only consist of a few dozen rooms. It wasn't an extremely well-funded laboratory even before the scientists went off the rails. That has changed. There are more than a hundred rooms between you and the surface now. Each one throwing traps, puzzles, and/or monsters in your direction. I hope you're not on a time limit.

Growing Family (+300 CP): The list of Subjects submitted to the horrifying experiments of this place has grown. Extensively. The seven original subjects have doubled and then doubled again into twenty-eight. A few may have survived with their wits intact, like Ruby and Tom, but most have become the twisted monsters and joined the ranks of those haunting the facility already. It's going to get very crowded in here very quickly.

Just Kidding (+300 CP): The locals aren't friendly anymore and they're not shy about showing it. Nobody is in the mood to answer your questions. They'll quickly get tired of you asking them. You might get one or two out of a friendly person before they stubbornly give you the cold shoulder. And an unfriendly person... well... let's just say the jokes might have more truth to them than usual.

The World Is Closing In (+300 CP): Fate, chance, and your own choices conspire to cause you to pass out every so often for various reasons. Maybe you caught a whiff of knockout gas escaping a trap, got a head injury while battling that last monster, or whatever. Point is, every so often you'll pass out and wake up in a different room. Most of the items you are carrying will be taken from you and scattered around the facility. Some might even disappear forever.

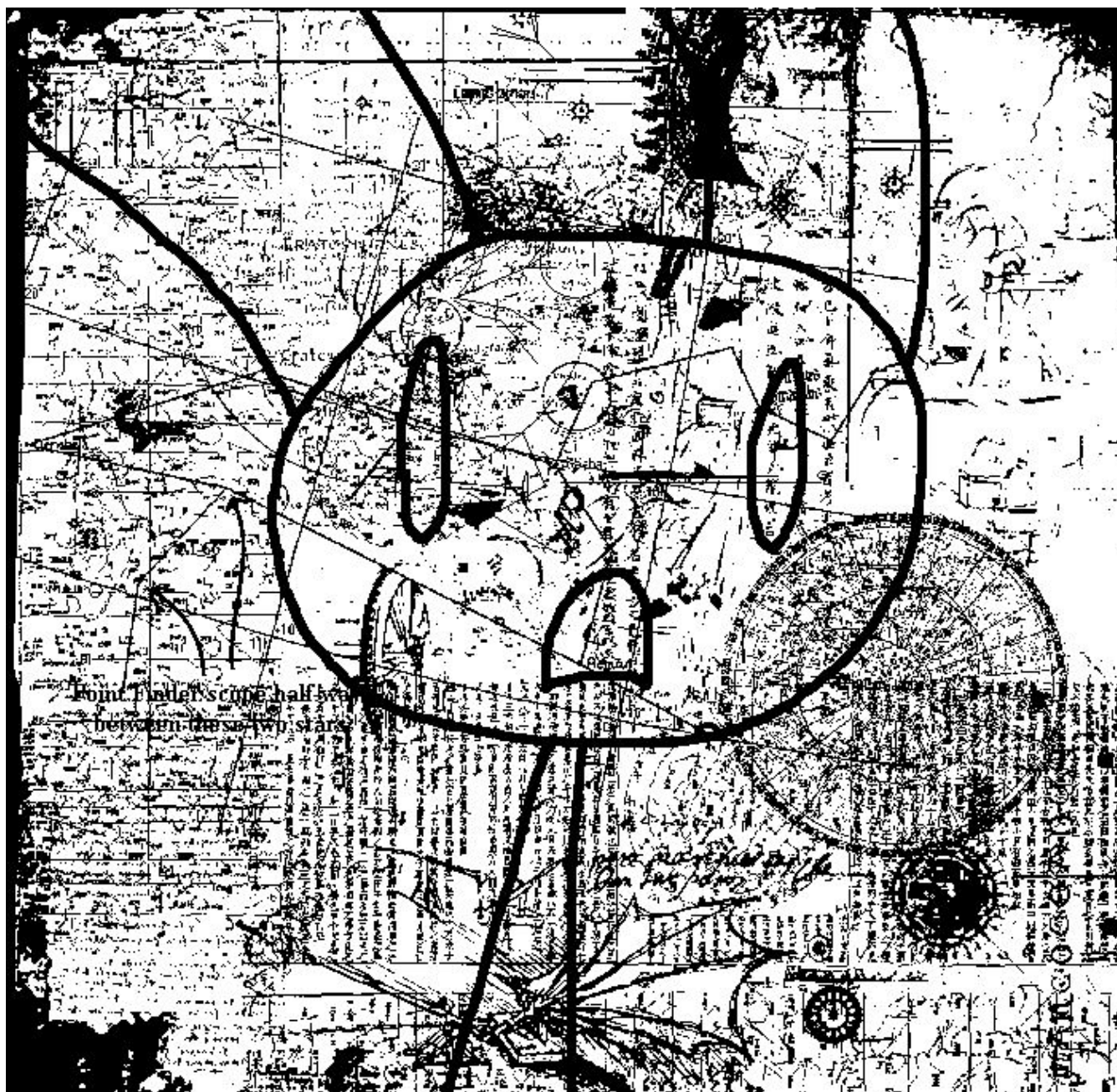
Destructive Urges (+300 CP): There's something about objects that you just can't abide. Look at them. Just sitting there. Couches obeying the law of gravity like they're hot shit. And you don't know how much longer you can take before you have to take out your aggression. You're plagued by urges to unleash your inner destructive maniac upon the objects of the world. Even if there doesn't seem to be any point in doing so. Especially so in that case. Furniture, shelves, doors, all of it is now in danger of meeting your lust for the destruction of inanimate objects. This will rarely be a helpful thing.

Utterly Alone (+400 CP): You are on your own. You will have no allies during your time here. Only enemies, monsters, and the rare individual who wants nothing to do with you. Even Ruby and Tom will do their best to stay away from you as much as possible. Don't expect them to help you with anything either.



Growing Rift (+400 CP): The strangeness of this facility is growing and architecture can only handle so much. The scientists have tapped a little too deeply into the strange artifacts they dug up from the depths. And they're beginning to take their toll. At first the decay is slow. A crack here. A hole in the floor there. But very soon rooms will begin losing bits and pieces. Entire corners will become nothing but a black, empty void that suggest death to anything or anyone who falls into them. Soon enough whole rooms will be gone. You can't afford to take your time solving the mysteries of this place anymore.

Hard Mode (+400 CP): A puzzlemaster seems to have taken an interest in the Metal Glen and you will suffer greatly for it. All the puzzles are obtuse in ways that border on not making any sense at all. A diagram depicting five numbers above five switches will not simply indicate what each one does. Oh no no no. Each of those numbers will be part of a code based on the key sequence listed on a different wall panel nearby. You will have to figure out what the encryption is, based on hints scattered around in completely separate locations, before you'll be able to determine which button is which on the diagram. In short, every puzzle or riddle you happen across in the laboratory has just been given a whole extra layer of complication. Even already knowing all of the old answers will only get you halfway now.



Perks

GIRLISH FIGURE (Exclusive): Regardless of your gender, you've got a svelte frame without much muscle. What you lack in physical strength you make up for in dexterity and agility. Additionally, your body is small enough to easily slip into tight places. Which could come in handy around this place.

MANLY PHYSIQUE (Exclusive): You certainly ate your wheaties growing up and it shows. You have the larger, muscular frame of a trained athlete. You won't be throwing cars or anything, but given a crowbar you could break your way through and into most anything.

RUNRUNRUNRUNRUN (100 CP): Running away from your problems isn't always healthy... unless that problem happens to be a monster bent on rending you limb from limb. Then you'll be happy you did all that cardio. Simply put, you're great at running, sprinting, and the desperate dive to safety.

SHARING SECRETS (100 CP): Sickening and disturbing secrets never sit easily on the mind. Especially those that speak of personal tragedy and mistreatment. Still, there's a strange sort of comfort to be gathered in sharing the darkness inside with others. You'll find people believe and trust you a little more easily because of what you shared with them. Provided you don't tell them you murdered them in a past life or something.



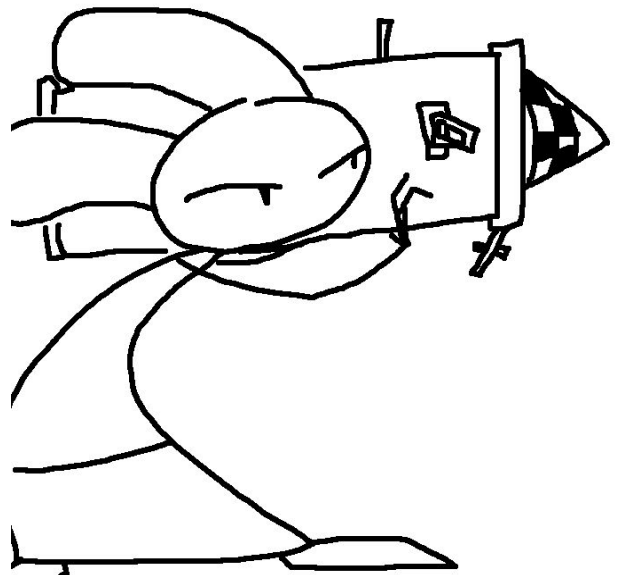
INSPECT (100 CP): You're good at noticing little details in your surroundings. A crack in the plaster that indicates a hidden cubby might be missed by others. But not you. You can spot that corner of a page tucked behind the water cooler much more easily now. It is somewhat harder to hide secrets from you now.

HEROIC INSTINCTS (100 CP): Most people have a hard time reacting in times of danger. Not you! You're the type who seems capable of smelling danger on the wind. When a monster suddenly springs up out of nowhere, or a bomb with only a few seconds on the timer threatens, you're capable of reacting without surprise. Just remember, sometimes the most heroic thing you can do is run away.

AUDIENCE PARTICIPATION (200 CP): Sometimes the best person to listen to in tough situations is yourself. Especially when you have multiple voices in your head tossing out helpful suggestions. You'll find that whenever you're stuck or in a bind, the voices in your head will offer insight into the best way forwards. They won't always be right, or offer the most effective solutions, but they'll have your best interests in mind.

COMBINE (200 CP): Using one coin, a pair of rubber gloves, a tiny chest, and a piece of a metal diagram, you'll be able to cobble together a Junkotron Missile Launcher! Okay, not really, but you've got a good eye for noticing inventive uses for items currently at hand. As well as piecing them together in a way that lets them hold together.

CRAFTY (200 CP): You've got a knack for coming up with unusual solutions to problems. Even better, you can actually carry them out. Like picking a door lock with a scalpel. You might ruin tools along the way if you're not careful along the way.



HOW DO I KNOW YOU?! (300 CP): There's something about you that seems to resonate with monsters, especially those in this laboratory. They'll seem confused by your presence at first. They'll claim to know you. Whether that is true or not. They may attack in a rage because of the confusion or flee instead. It depends on their temperament. But the moments of hesitation might allow you time for a surprise attack or an attempt at conversation.

PART OF THE FAMILY (400 CP): You aren't just someone who wandered into the Metal Glen. You were one of the experiment subjects. Not that you know that, of course. Your previous deaths wiped all knowledge of that from your mind. Still, you'll be able to find hints and pieces of your past scattered around the facility if you care to look. Subject #8, aka you, was euthanized several times as part of the experiment. They were also bludgeoned to death with a chair by one of the other Subjects. Thankfully, the mutation your revivals forced upon you was mostly helpful. You have grown armored, chitinous plates just under your skin. They cover your back, ribs, arms, legs, and your skull. They do not hinder your movement in the slightest and are very hard to notice until your skin is sliced open. You'll receive only superficial injuries to these areas from most attacks. However, blunt trauma that is strong enough can crack or even shatter the plates. Which feels like having broken glass under your skin. The plates will heal on their own, if very slowly, even if left completely untreated.



Items

Can Opener (25 CP): A plain, manual can opener.

Length of Electrical Wire (25 CP): Three feet of thin electrical wire.

Two Small Coins (25 CP): A Quarter and a Dime.

Teeny Tiny Key (25 CP): What on earth could this possibly fit?

Ball of String (25 CP): A million and one uses, so long as those uses don't require much strength.

Cross Peg (25 CP): A simple wooden cross of the non-religious variety. Has a peg sticking out of the back.

Footy Sock Pajama Foot (25 CP): Feels like there might be something inside. Maybe a key.

Thin Metal Rod (25 CP): About the size of a toothpick. Very smooth.

Glass Sphere (25 CP): About the size of a baseball and made of perfectly clear glass. Oddly fragile.

Unholy Smoothie (25 CP): Please don't drink this. It's literally a smoothie made out of blood with blended fingers, teeth, and a whole eyeball.

Cereal Box (25 CP): There's even still a little bit left inside. The box makes wild promises about there being a prize inside. Which turns out to be a handful of teeth.

Severed Finger (25 CP): People are missing all kinds of body parts around here.

Roll of Gauze (25 CP): Just enough to bind one wound.

Rubber Gloves (50 CP): Sure to keep you safe from any electrical shocks. One size fits all.

An Unopened Condom (50 CP): You never know when you'll meet that special someone.

Wooden Eye Knob (50 CP): Looks like it is supposed to clip onto something.

Arsenic Antidote (50 CP): Is this really necessary? Just don't drink arsenic.

Cane (50 CP): A very classy wooden cane.

Bottle of Champagne (50 CP): Not much to celebrate down here, but maybe you could have one last romantic encounter before the end.

Gold Key (50 CP): SO... MANY... KEYS!!!

Heavy Gloves (50 CP): Leather, tough, and capable of reaching into barbed wire.

Wire Cutters (50 CP): Just what it says on the label. Sturdy little things too.

Bonesaw (50 CP): Sharp and grizzly looking. A real intimidating weapon.

Half a Dozen General Access Cards (100 CP): What kind of facility needs so many different access card?

Very Sharp Scalpel (100 CP): I'm not kidding. This thing is insanely sharp. It'll slice through skin like butter. Pity it has such a small blade.

Pressurized Oxygen Tank (100 CP): Comes with a mask for handy delivery of oxygen to your face.

Medical Tools (100 CP): Forceps, two arterial clamps, two small pairs of scissors, a syringe, and two pairs of tweezers.

Flat-Head Screwdriver (100 CP): Practical, useful, and normal.

Pair of Walkie Talkies (200 CP): Just the thing for keeping in contact with your friend while they're in a different room. Can be set to one of a dozen different frequencies.

High-Clearance Access Card (200 CP): Not sure who you swiped this off of, but man will it open a lot of doors around here. Not the security doors though.

Crowbar (200 CP): Now we're talking! The traditional weapon of any self-respecting protagonist.



Rewards

So, you managed to survive. It's unlikely that you're entirely unscathed by your experience, but stranger things have happened. However you managed it you're likely breathing sweet sea air as a tram putters towards the mainland. Maybe you're the only survivor. Perhaps you dragged a few of the saner monsters out into the sunlight with you. Or maybe you left the door open in your haste to leave. In any case, your time in this world is done.

Any Drawbacks you have chosen cease to affect you at this time. You may keep any Perks you bought. Additionally, you may keep any Items you purchased and did not lose or break along your adventure.

You may also take any of the Rewards listed below that you desire.

Afterward, you may continue on with your journey between realities.

1. Four bottles of the mysterious medication the scientists were dosing everyone with. This medication allowed them to use the resurrection lockers. This made them functionally immortal as all one had to do to revive was have some chunk of flesh be placed inside a locker. The bottles refill once every year and are enough to dose four people for the entire year. It is worth mentioning that repeated use of the resurrection lockers combined with this medication causes random mutations in people. Exactly what those mutations are is extremely hard to predict, but may have something to do with the traumatic events of their deaths.
2. A resurrection locker of your very own. It is roughly seven feet long by three feet wide by two feet deep. Just large enough for a single human a little over average size. It offers you complete resurrection automatically once every ten years, similar to a 1-UP Perk, and bodily regeneration over a few days at any other time.
3. You may Companion any of the individuals from the Metal Glen that have managed to survive and escape with you. How wise a decision that varies wildly.
4. Third Eye - Like Ruby herself, you have a third eye right in the middle of your forehead. Unlike Ruby, yours does not cause you pain or bleed heavily with every use. Your third eye allows you to see things normally hidden from view. Cubbies behind paintings, vital notes hidden under water coolers, and other such secrets will reveal themselves to you. Though, sometimes the clues will be couched in horrifying imagery. And there are some things out there, as well as in the Metal Glen, that do not do sanity any good if looked at with your sight. Should you already have a third eye in the middle of your forehead you may include the effects of this Reward into it.

