

DUSK



It was a blur. Something had sent you this way, into the backwoods of a mostly abandoned town. Talk of treasure, riches, salvage. And being the way you were at the moment, it sounded too enticing to pass up.

But it was too good to be true. Halfway to the town, you got jumped. By who, you don't know, the makeshift masks and sacks over their heads obscuring any kind of identifiable features.

You only awoke to find yourself in a basement, the smell of iron and rot lingering in the air. A sharp pain continued to echo through your shoulder. You were hung by a meathook, like a pig being readied for a barbeque.

A set of sickles lied on the floor, and a set of frenzied steps began making their way down the stairs. In a moment a panic, you threw yourself from the hook and scrabbled for the sickles as the revving of chainsaws approached.

“Kill the intruder.” came a voice, and the trio of rotund, maddened cultists obeyed.

Welcome to Dusk. A town damned by their own curiosity, now home to a bloodthirsty cult wishing for nothing more than to sacrifice all to their dark god.

Your powers have been stripped from yourself, for the moment. Offered up as a grand sacrifice to bolster their lord. You are little more than a man now, with nothing but your Bodymod or other equivalent.

But your benefactor isn't powerless here. They can still help you, but doing so will make your journey longer and more difficult. Choose your penances wisely.

Start with 0 CP.

DRAWBACKS

I think it would be best to get this out of the way. After all, what's the use in looking what you can get here if you don't even know how many points you'll have?

Accessible (+1000 CP) - While this is not intended to be played as a regular chain, DUSK too is very accommodating to those of all skill levels, be it a game journalist or a twitch shooter god. By taking this, you may do this chain as a regular jump. *However*, by doing this, you forfeit anything gained in the Reward section of the document, the extra CP from the Facilities and Nameless City drawback, and you can only take 3 drawbacks total. Everything has a price, and this one is hefty.

The Foothills (+0 CP, Mandatory) - The first leg of your journey. From that dark, dank basement you must traverse through the unholy lands surrounding and within the abandoned town of DUSK. It's population was either killed, converted or possessed long ago, so one need not worry about the moral implications of having to slaughter them all. You must make your way deep within the town, where some of the cult's most horrid experiments lie and kill them to destabilize the cult's presence in the area.

In return, you may receive the first reward from the appropriate section. You also keep any perks you picked up here, even if you fail the other two sections.

The Facilities (+200 CP) - You've continued from the town, the smell and sight of smoke in the distance drawing you. Facilities, large ones, clearly of military make. Considering you're still in the walls surrounding the town, it stands to reason that this might be the source for this chaos. You seek to enter and ascertain the source of this madness, hopefully destroying it in the process. The facilities are huge, some warping the laws of physics, some extending miles into the air, and all infested with a practical army of former troopers, scientists, workers, and the countless experiments created with use of the peculiar green energy running through the place. And at the bottom of the nameless ruins they pulled it from lies a Guardian, one of the cult's last lines of defense, a horrid fleshy thing spewing countless swarms of grenades throughout the cramped hallways of this place. But if you succeed, a portal awaits, as does the second Reward.

The Nameless City (+400 CP) - You wish to see this through to the end? Good. They *have* been waiting for you, after all. This is it, the heart of the cult, located within twisting eldritch realms beyond space and time. You must navigate through this place, these halls of flesh and stone and magma and snow. You will face eldritch horrors unlike anything faced before, and all whom you have faced before, bosses included will appear. The realm can shift according to who traverses it. You may encounter things from your past here, twisted locales and people, memories that you would sooner well forget.

But if you can get through all of that, then, you will arrive. The heart of this foreign reality, inhabited by the cult's leader, Jacob. He was worthy too, just as you were to get here. He has all of your equipment and the many abilities you may have picked up here. He is fast, brutal, efficient. But even he is not the final test. For the their dark god too lies here, and they have been waiting for you. They think you're more worthy of attention than Jacob was. You must fight them, pummel them with all you have, use the environment against them, for failure means a fate worse than death. But if you can do it, if you can impress even the Crawling Chaos themselves? Then it will reward you with what you deserve. Receive the third and final reward.

Don't Trust Your Eyes (+400 CP) - The Wendigo is luckily, a fairly rare sight within DUSK and its adjoining premises. Deer-like, bloodthirsty, and oftentimes invisible until injured. However, it seems that the number of these has skyrocketed.

You might fight multiple of them right from the start, and dozens later on. They saturate this place, a constant invisible menace forcing you to keep your ears and eyes focused for the slightest disturbance.

Cero Miedo (+600 CP) - Everything just got worse. Enemies hit harder, move faster, projectiles move nearly twice as fast. Everything is more aggressive towards your person, able to sniff you out like bloodhounds. And on top of it all, the cult has grown even more numerous, and those numbers are dead set on seeing you into the grave.

DUSKMARE (+1000 CP) - This is... well, I don't personally recommend this, but if you're a glutton for punishment, who am I to stop you? You die in one hit. It doesn't matter how much armor you possess, or how tanky you believe you are, you will die in a single blow from any foe here. Environmental damage is fine, as is splash damage. But if that chainsaw hits you? If those bullets so much as scrape your shoulder? You're done, the gauntlet is over.

ORIGINS

Treasure Hunter (Free) - You came here looking for treasure. You found more than you bargained for. But someone like you, quick on your feet and hands and mind, might be just the person who can push through and survive such turmoil.

Soldier (Free) - Perhaps you were stationed here once, or sent here on a mission to recontain this place. But the end result is the same. You're alone, with nothing but the rifle on your back and a hole in your shoulder courtesy of the locals, paid back in bullets and bloodshed. Now recovered, your goal reasserts itself in your mind. It's time to clean this place up properly.

Scientist (Free) - Maybe you were part of this. One of many men of science, faced with something unexplained and then sought to understand it, harness it, exploit it. But you noticed, you saw how experiments turned inhumane, you saw the depths of depravity your fellow men were willing to go, you saw the lights leave their eyes, replaced with something hollow. So you ran, and were caught. But your mind allowed you escape, quick thinking and stolen chemicals allowing you egress. Perhaps a mind like yours can stop this. Turn their twisted knowledge against them. To make sure this never happens again.

Cultist (Free) - You were part of them, once. One of Jacob's countless flock, heirs to a power beyond space and time. And you were chosen for sacrifice. Something clicked in you then. You realized your folly, you realized that you weren't supposed to be here. So you used that power given and broke free, killing your captors. You want to fix this, to end this cult's wanton murder and sacrifice. And with the power still thrumming in your hands, you will.

Monster (200) - You weren't wronged by the cult. You were brought here by them. Drawn in, reshaped, resurrected, it is a blur to you. But it is irrelevant. They try to bind you, enslave you. You reject it. You lash out, whether with strength or spell or gun and slaughter them wholesale. You are left alone. But something draws your attention. A feeling. You know not what is going on, nor do you care. But you follow this feeling regardless, the one bond you have, sending you ever deeper into this town.

PERKS

All perks are discounted for their origins and their 100 CP perk is free.

Unaffiliated Perks

Handgun Harmony (Free) - You hear it, on the wind. A song, maybe somber, maybe heavy and thrumming. It motivates you nonetheless. You gain the soundtrack to DUSK, toggleable at your leisure, and changes to fit the current environment. Whether intense metal, or somber, dark tones, it will always be as fitting as it can, and if not? Well, perhaps a new song or two in it's style may appear.

Treasure Hunter Perks

Adaptable (100 CP) - You may not have formal training in combat, but you certainly do have the intuition to figure it out on your own. Simply by looking at an item or weapon and perhaps using or firing it a few times, you can easily figure out how it works simply from putting two and two together. This doesn't help with repairs or upkeep, simply operation of the device.

Alienation Akimbo (200 CP) - Whether through trial or error, quick reaction times or even simply magic, you've figured out how to fire and reload two-handed weapons with only one with the same efficacy. Dual-wield lever action or pump weaponry, dual wield and rapidly reload pistols, and so on.

High Spirits (400 CP) - For you, money is what makes the world go round. Finding a priceless diamond raises your spirits, for it brings thoughts of what you'll do when this is done. And for you, this provides you the energy to withstand what the world throws at you, literally. Morale for you acts as actual armor, softening blows that might kill a normal man. It isn't impervious, and taking hits will lower this morale, but if you find something that might alleviate that? Well, perhaps you'll just live to see another day.

Battle Bouncing (600 CP) - An old trick, carried back far in the family line. It is said those predecessors could be faster than humanly possible, wholly erratic and unpredictable in movement, able to cross large distances in practically no time at all. You've inherited this trait, the natural ability to "bunnyhop". By breaking into a run then leaping, you can maintain your momentum, then right as you touch the ground, you leap again, maintaining the course and allowing you to shift directions in the air.

This can give one unprecedented horizontal movement in combat, especially when you can fire your weapons all the same while doing this, the bouncing coming as natural and instinctive as walking. Your body itself is quite limber and flexible too, and such stunts as flipping in the air and firing a gun are not unheard of in the least.

Soldier Perks

Trained (100 CP) - Unlike so many here, you have had proper, formal combat training. This alone can put you ahead of the pack, for even the soldiers are merely possessed husks with only a vague semblance of actual tactics other than "rush and shoot". Proper use of cover, weapon maintenance, stripping and proper tactical sense are only but some of the skills you can now utilize.

Occultivated (200 CP) - Considering that everybody else here seems to use a bit of magic, it only seems fair to use a touch yourself, figuring out how to apply such things to your weaponry. Your weapons no longer require reloading. As long as the ammunition is on your person, it is immediately drawn into the weapon when sufficient room appears. Bolts will still need to be drawn, levers and pumps still pulled and pushed, but at least you won't need to actually switch mags.

Death From Above (400 CP) - Explosives are potent, dangerous, unstable, and this makes them one of the best tools around for clearing a room. But they can be as lethal to oneself as they are to others. Except for you. Through a mixture of reinforced padding as well as a little bit of stolen spellcraft, you are immune to the damage of your own explosions and shrapnel, however, even more notable is the still lingering knockback of such things, which can be used to propel oneself through the air. Perfect for a height advantage.

Murder Machine (600 CP) -You've honed yourself further, as far as one can push with nothing but training and stolen magic. You're a practical olympian at the peak of normal physical limits for humans. Full of boundless stamina and focus, you could slaughter for hours on end alone given the implements to do so, ignoring exhaustion and pain alike. But said implements could be improved. You could harness more of them.

You've got two hands, why not use each? And with some final tweaks and runecraft, you've managed it. Recoil for your weapons has been wholly nullified, as is any other sort of kickback the weapon possesses. Your weapons too have become nearly weightless to you, allowing for one to wield even the heaviest of weapons in a single hand.

Become the implement of death you were trained to be, and watch those before you crumble.

Scientist Perks

A Noxious Business (100 CP) - Maybe you don't have much at hand at the moment, but you're resourceful and knowledgeable. And with the local twisted flora surrounding Dusk, you've devised a set of horrifically effective toxins that can be derived from the plants of these surrounding acres. Quick-acting toxins that can paralyze and kill anything biological in short order, acids that can eat through metal aggressively, let alone practically evaporate anything lesser.

With His Sparks (200 CP) - As much as you despise their methods, the 'sparks' discovered in that old ruin are still full of potential. The way they can violently react with living tissue as much as the immense power devices utilizing it hold is certainly nothing to scoff at. And with how things have gone so horribly wrong, you need every advantage you can get. You know possess the know-how of how to utilize eldritch energies to enhance or power devices or weaponry. Cannons that spew green lightning, specialized ammunition that arcs energy violently between targets, armored suits powered by unholy lightning. If you get the tools and proximity to a good source of said energy, to harness it, the possibilities are endless.

Taste The Power (400 CP) - One of the main objects of note you've grasped onto are the curious rune-like objects referred to as "Fast-Fire Totems". Simply coming into contact with one of these can supercharge both the user's muscles as well as their weaponry, allowing for an immensely increased fire rate. So too is your interest drawn to the curious Serum of Blistering Heat, boosting reaction times to the point of personal time dilation, slowing one's surroundings to a crawl. So you've set aside the time to research these and have eventually come to breakthroughs. You've learned how to replicate these curious "power-ups", given you can acquire the ingredients, be they more eldritch energy or the blood of some of the most monstrous the cult has to offer. Luckily for you, there's plenty of both to go around.

Beautiful Blasphemy (600 CP) - You've further investigated the cult's usage of the sparks, thumbing through dozens of sheets of messy, half insane documentation, thumbing through antiquated terminals and experimenting with the sparks yourself, and have figured out one of their greatest powers. The creation of life itself. Simply combining a mass of gore, some bones, and applying a heavy helping of sparks, you can create fleshy, loyal guardian. A bodyguard that can be augmented further. Add armor to deflect blows, add weaponry to increase their lethality tenfold, perhaps even teach it proper strategy and tactics. Bask in your work, and let it ease your burdens.

Cultist Perks

Sparks of Potential (100 CP) - Paging through hallowed texts, you have a basic grasp on how to draw in and manipulate energy. Superheating air into fireballs, or freezing it into icicles. Basic, but useful nonetheless, providing the basis for plenty of experimentation.

Summoned Sycophants (200 CP) - You have a natural way with all sorts of otherworldly beings, and can coax them to assist you by possessing the bodies of others. On a whim, you can call eldritch creatures, directing them to corpses in order to inhabit and repair them. The body must be most intact, but bullet holes are merely an inconvenience to such beings, so no worries there. These possessed will follow your orders, and you can have up to four at a time. But they're certainly not invincible, and can be sent back from whence they came in short order if proper direction is not handled.

Grand Magus (400 CP) - Your magic and power has grown considerably, your control of magical projectiles is incredibly fine, able to chuck fireballs akin to heat-seeking missiles, hunting down and smiting foes with aggression, as if the magic has a mind of their own. You can control them manually as well, allowing them to weave around obstacles or even see through their own view for scouting purposes.

Apex of Power (600 CP) - You've poured through countless tomes and witnessed unholy sights. You have learned to twist and grow your magical potential to the point where it's very energies coat you like a protective sheath, acting as a potent magical shield to deflect blows. Your hands crackle with energy akin to a flamethrower and can conjure chilling winds to freeze foes in place near instantly. You have gone further than anyone else within the cult in terms of magic, and even they admit a respect for your craft.

Monster Perks

Unnatural Presence (100 CP) - The very essence of your being is saturated with a certain wrongness. Regardless of means of creation, it's clear you aren't supposed to exist in this reality, and everybody, everywhere intrinsically understands that, and it manifests as fear. Even the unnatural feel this, even the robotic. A primal sense of wrongness causes loss of focus, of accuracy, of fury. Enemies will be more hesitant to attack, and for something like you, that it a weakness you can exploit with ease.

Rip and Tear (200 CP) - Your strength is abhorrent, massive and animalistic. Claws to rend apart man or machine in mere moments, and a will to follow it through. Slathering yourself in the remains of your foes only increases your strength further and further, for which every death you hunger for bloodshed grows ever larger.

Skinwalker (400 CP) - Even reality itself seems to understand your wrongness now, seeking to hide you from tainting it's presence further. You now possess a limited form of invisibility. While it doesn't obscure your sounds or hide your footprints, you will be completely invisible to naked eye or camera alike. Being hit immediately dispels this invisibility, however it will return once the battle concludes. For a predator like you, your opportunities for ambush just drastically increased.

Augmented (600 CP) - The scientists did quite a number on you, it seems. Metal plates jaggedly cover vulnerable flesh, toughening your exterior, eyes flare that can pierce the veil of night as easily as broad daylight, and a new set of implements, human weaponry grafted to your flesh. Rivets that explode on impact, mortars which saturate an area with explosions, all gestated from within yourself courtesy of a new set of appendages. Perhaps you don't understand how this civilization works or functions, perhaps you don't care. But at least you can attest to the lethality of what they create, yourself included.

REWARDS

You've done it. One way or another, you've survived this horrid place. Perhaps you simply cleared out the town and disrupted the cult's operations. Perhaps you went further, sabotaging the attempts of the corrupted military at disrupting reality itself.

Or maybe you went to the end, and gave even the Crawling Chaos a moment of pause. Regardless of the case, you deserve to be rewarded for your efforts, and so you shall be.

First Reward: Backwater Armory

You've likely encountered many instruments of destruction here, from simple sickles to the occultic Crossbow to the all-mighty Riveter. And now you get all of these for free. Receive a large shed lined with the entire DUSK arsenal, alongside a limitless supply of ammunition. This includes a set of Sickles, a Holy Sword, a pair of Pistols, a duo of Lever-Action Shotguns, an Assault Rifle, A Super Shotgun, a Hunting Rifle, a Occultic Crossbow, a handheld Mortar, and of course, the Riveter. All of these are available to you, and within the shed are design schematics in the instance you ever desire to replicate these, be it the simple or complex.

Second Reward: The Erebus Reactor

You fought through the facilities, and it only seems fair to take a bit of these conquered places yourself. You gain a repaired and properly shielded Erebus Reactor, an incredibly powerful source of energy that nearly eclipses that of the sun itself. It's very energy seems to be able to twist and shape the laws of physics to one's whim, and can be controlled in doing so via a convenient terminal. Have you ever wanted to negate gravity? Fit rooms inside of rooms like some non-euclidean nightmare? Change reality on a whim to deter intruders into your abodes? Well, now you can.

You also gain the know-how on how to make more of these reactors, whether you wish for them to power a ship, a base, or whatever else you want, you have near infinite power at your fingertips.

Third Reward: Lord of DUSK

You feel it, don't you? That wonderful, horrible power flowing through your being? You have been infused with a portion of Nyarlathotep's power. You are their herald, and the cult bows to you as their new master.

You possess practically limitless eldritch energy running through your person. This can be discharged as great wreaths of lightning to wrack your foes, resurrect the dead, or create life from little more than assorted flesh and bone, loyal to the death. This power too can be used to power all sorts of spells and rituals, amplifying all magic put through it and nearly doubling it's potency.

But that is merely just the power given to you. The cult serves your every whim, frantically begging to worship you, the soldiers salute you, and the scientists are eager to work on whatever you put them to, as questionable as their methods may be. Even the horrific eldritch beasts and amalgamations created by the military obey your every word. DUSK and it's realms beyond are yours for the keeping, from the backwoods you started in to the sprawling military facilities, to even the ever shifting realm of Chaos itself, it is all yours, and can be brought along with you and put into any world.

ENDING

Whether you've proven yourself Worthy or not, your time here comes to a close. All drawbacks are removed, all injuries healed. It's time to choose your fate.

Move On: You continue on with your chain, step a little more hardened, senses a little more honed.

Stay: You want to stay here? In this accursed world? If that is your wish, then so it shall be. Your loved ones will be notified. I hope you have a good reason for this.

Go Home: Was it too much? I understand. You head home, with all you've gained in tow. Perhaps now you can finally rest.

CREDITS

DUSK belongs to David Szymanski & New Blood Interactive.

DUSK Gauntlet v1 created by Koishi Komeiji with assistance from the Jumpchain Discord.

NOTES

General FAQ and the like, for both specific perks and the doc as a whole.

What point in a chain was this designed for? Around early to mid level. Nothing huge here, just a lot of handy utility with some good occultic theming. Each of the origins was designed for specific styles. Treasure Hunter for those who want to channel Dusk Dude, Soldier for those who want to Rambo, Scientist for any Dr. Frankenstein types, Cultists for the magically inclined, and Monster for those who simply want to be a predatory augmented beast.

Accessible: For the three drawback limit, that includes the Accessible drawback itself. So you have two others. Choose wisely.

Episode Drawbacks (Foothills, Facilities, Nameless): Once all selected episodes are completed, the gauntlet ends, so be sure to finish anything you were working on before ending your business here.

Nameless City: Will be a little different than the actual episode. At least the latter half. Will pull memories and thoughts from your past and twist them. May see horrid husks resembling past foes or allies, eager to kill you.

DUSKMARE: The one-hit limit mainly refers to attacks delivered by enemies, you can still boost yourself with your own splash damage if you'd like without dying. Another note is that like in the game, the Sword will be your best friend, as it's block still functions against ranged and melee attacks alike, though it's not impervious. Don't go blocking explosives, that's how you die.

High Spirits: Maximum tolerance for this is about that of something like a Bomb Suit. Nothing huge, but a good buffer for mistakes.

Murder Machine: You can allow kickback/recoil if it benefits you, whether via rocket jumping or something like the Crossbow's.

Cultist Magic: Can branch out from just heat and cold, it's just what it gives you to start with. Other elements can most likely be channelled, be it of the earth, or even manipulation of flesh and blood.

Summoned Sycophants: The otherworldly entities retain their memories between bodies, thus they can learn and adapt to past mistakes. Giving them more powerful bodies will make them more powerful overall, and maintain abilities the body possessed when alive. Note that I say body. Anything mind-related such as psychic abilities does not work.

Beautiful Blasphemy: The construct's durability, size, and power is akin to the Guardian of Episode 2, so they may have trouble with doors. Rebuilding the construct is possible with mind and memories intact, as long as it's head is mostly intact. You may have 1 construct activer at a time during the gauntlet, but afterwards, this limit is lifted.

Skinwalker: The invisibility is toggleable after the gauntlet ends.

Augmented: If the description's a touch confusing and vague, i'll spell it out for you. You've been modified into a potent cyborg entity, clad in metal plates to deflect bullets or magic alike, with eyes that can pierce any veil, and with a Riveter and Mortar attached to a new appendage, giving you a rocket launcher whenever you demand.

Backwater Armory: It sounds simplistic, but there's quite a few useful tools of slaughter here. The Crossbow can pierce through anything, walls, people, you name it. That alone gives it the wonderful ability to simply ignore armor entirely. The Mortar is a handheld short-range grenade launcher capable of rapid-fire, and the Riveter is a rapid-fire rocket launcher firing armor piercing rivets that sink into a target before detonating. The rest are fairly self-explanatory and basic, but having a set of designs for weapons of all sorts of types is bound to be useful.



Only accessible if Foothills, Facilities, and Nameless City are completed with Cero Miedo and **DUSKMARE** active....

Fourth Reward: ?????

You're serious? Truly, you have succeeded with such bondages upon your person? To not make a single mistake, to allow your enemy to grow even more powerful and numerous before blasting them away with impunity, undaunted all the while?

I am impressed. Very, very impressed. Although, unprepared for this outcome. What to give one who has withstood so much?

Purity is what I give. A heresy to the cult, and the writhing, ever shifting mass behind them.

I give you... Soap.

Now now, don't be like that. This is no ordinary Soap. Not at all. It is imbued with reality warping effects that pronounce it's purpose immensely, granting the user a supernatural purity if used, as well as a light scent that you cannot exactly pinpoint, but smells wonderful nonetheless. You will always be clean, and your cleansed body wicks away corruption both physical and mental, no matter how overpowering it might seem. An unholy appendage simply touching your person will practically burst into flames.

But that is not it's only use. The bar of soap alone can be used an endless amount of times to grant others the same benefits, but it can also be used as a near godlike weapon against the impure, causing those wretched beings to simply explode in a squall of gore upon contact. Not even the most powerful entities can withstand it's concentrated holiness, although, you would have to retrieve it after throwing it, and throwing it alone can be difficult with how slippery it is.

Nonetheless, you have been granted a all-powerful shield against the unclean. Let such filth never gather again in your presence.