

# Little Nightmares Gauntlet

Well, you've stumbled into a little mess of a World haven't you? Filled with nightmares, monsters, nomes, children, and maybe even people. Well, I do hope you have a good reason for coming here. You'll get **No CP** from me or this world, and even your body mod might not help you as much as you expect. Read on if you're brave enough.

## Origin

**Child:** You are a child, one stuck in a big and scary world. Though you're much, much smaller than a child than you're used to. About the size of a teddy bear at best, which is why your body mod might not be much help, with everything so much bigger and weighing so much more and even with the... odd physics of this world, you'll find the impossible monsters much, much bigger and scarier than you, and much stronger. Also, your name is a Number, or related to one; just not related to one or six, since those are taken.

## Start

Complete the Game of the place you start and you get to leave. That means you escape after the actual protagon does whatever they need to do and you still have to escape the place.

**The Nest:** You wake up on some kind of floating island thing, how does it work? I have no idea. Magic? Anyways, feel free to pick anywhere on this little misbegotten slice of hell to start.

**The Woods on an Island:** Well shit, you seem to be stuck in some trap filled woods with a taxidermy-obsessed hunter stalking around; you might wanna leave if you can, or maybe kill him? There should be a few things around to help. Maybe a couple other kids, even.

**The Maw:** This seems bad; in the middle of an ocean with a bunch of cannibals and some nomes. Start where you want here, just be wary; not all the monsters here look human... and some like shoes for some reason?

# Perks

Note: No Discounts for any of these perks.

**Little In Little Nightmare(Free):** Now and in future settings, you can set your age to 9 and under. You can still roll or whatever for the normal age roll, but you can choose any age 9 or under totally free.

**MonoThinMono(Free):** Time might be... well, space and time both might have screwed the pooch here. This is some protection from that; basically, while weirdness involving space and time can still mess with you, you will always at least have a chance to deal with it, break from time loops, escape a broken timeline, the non-euclidean tower/pocket dimension will actually have an exit you can get to, etc. This won't help you *to* that goal, but always makes it possible.

**Feed The Maw(Free):** You're gonna get hungry, and then hungrier, and then so hungry it hurts, then you're really gonna want to eat. This perk is two parts, the first, you're always gonna find *something* to eat before you starve; it might be a dead rat, it might be a leather boot, it might be another child, but it'll keep you alive. The second bit is uh, well, if you need to survive, you can turn off your morals until you escape the situation... Uh, no help with the survivor's guilt though.

**The Toddler(100CP):** Survival, you my friend have surprisingly good instincts dedicated to keeping you alive, judge gaps with a quick glance, knowing if you can or can't move something, and a pretty big boost to your hearing, though depending too much on one sense is never good.

**The Fat Kid(100CP):** You're surprisingly strong, nothing super amazing, but where someone might need two hands to lift a lead pipe, you'd only need one. Also, you can live on candy and sugar with only minor stomach aches, and you never need to worry about cavities again.

**The Girl With Pigtails(100CP):** You Don't. Break. Ever. You won't go insane or give into despair; you can keep pushing through, even if it seems hopeless. You won't break, not now, not ever.

**The Refugee Boy(200CP):** Well, I don't know if this is lucky or just cruel... While this won't help you with the more bestial or inhuman things you find, those who can think, plan, plot, talk or other such things are much more inclined to, "play" with you before trying to kill you, giving you good chances to escape.

**The Boy In Green(200CP):** Oddly enough, even in this Nightmare filled hellscape, you still manage to find friends. Maybe not good friends, maybe even just some random kid you share a fire with, but that could always evolve into more! And most of the time they won't even try to kill you!

**The Ghost Child(200CP):** You're pretty good at hiding away, aren't you? If it's to hide or escape, you can even force yourself to move just a bit faster, or hold your breath just a bit longer. And you'll always have a chance to hide or escape from danger, as well.

**The Girl(300CP):** You seem to cause shockwaves, much like being a Protagonist, even if you're not *the* protagonist. This perk actively boosts any other perk you gain, such as "The Boy In Green" now letting you make friends with even someone as antisocial and scared as Six and actively have her help you, or "The Ghost Child" almost seeming to make searching threats act just a little bit dumber by not checking inside things (or, if they do check, they just miss one place you hid in). This General Perk Boost effects all Perks you gain, in both this jump and others. Even in other Gauntlets this perk will still be in effect.

**The Runaway(300CP):** Come on, that can't be the end for you right? This is a two part perk. The first and most basic is "Hope": hope is a beautiful thing, something you can always cling to, so no matter how dire the situation, you could be considered a well of never ending hope, not only for yourself, but for others as well, inspiring hope in them too. The second part, well, what good is hope if it doesn't pay off? If it gets crushed? No matter how bad it gets, no matter how shitty life is, you can always find a happy ending. Even if you got turned into a Nome and had a starving Six salivating on your windpipe, a happy ending would still be possible.

## Items

Note: No Discounts

**Iconic Outfit(Free):** Six and the Girl have the Yellow Raincoat, Mono has his paper bag, and now you have an Iconic Outfit too. It has to be something mundane and simple. Though this outfit can, in future jumps, merge with any clothing or armor you have, gaining their powers and protecting your entire body, for now it's just an outfit.

**Disguises(100CP):** Maybe it's doll-like clothes, a Porcelain Bully's head, or just a shoe to hide in, whatever it is you can find helpful disguises wherever you might end up.

**Helpful Nomes(100CP):** In this and future jumps, you'll find yourself receiving help, tips, and the like to get you on the right path. They might not be very good on their own, but the nomes try their best.

**Mono/Six(100CP Each):** You gain Mono or Six as a companion, though they don't have any superpowers. They are just extremely smart kids, though both have "The Girl" Perk and 200CP to spend for them as you wish.

**Kids(50CP Each):** Maybe you want one of the other kids, from the games or comics? Well, here ya go, pick them up as a companion. This can also be used to insert companions (though they also get depowered into a normal kid). Canon Kids you pick up with this gain the perk named after them and the free perks. Such as Raincoat Girl Gaining "The Girl" and The Runaway Kid("Seven" as some call him) Gaining the Runaway, imports gain The free stuff and 100CP.(You may not get Raincoat Girl if you are doing the Trifecta Challenge with this. You may not get the Pretender with this. You may not get Mono or Six with this.)

**Orphanage(400CP):** This is the Big Import, any amount of companions you wish to import to here or canon kids you pick up from here, up to your max amount. This includes Mono and Six. Not only do they get their named perk but also "The Girl" in the case of Raincoat Girl she also gains "The Runaway". Mono, Six and any Imports gain "The Girl" and 300CP to spend.(Unlike above you may get Raincoat Girl with this even while doing the challenge, instead of replacing her she will appear alongside you at the start. You may not get the Pretender with this.)

## **Challenge**

### **The Trifecta**

This is a Doozy of a mess isn't it? Three Games, Three Kids, but only Two gain powers? That Doesn't seem right to me, does it to you?

Well, either way, you have a job to do, Don't worry; I'm not Cruel, so you get **+200 CP** for even agreeing to do this, and an extra **+400 CP** should you complete this task of mine, not to mention the other Bonus.

So, first thing's first, you are gonna replace **The Girl in the Yellow Raincoat** from Very Little Nightmares, and you're gonna have to survive, where she didn't in the first place. Oh, and you have to kill The Pretender; once you do that, you and Six must get moving.

Somehow, you Two are gonna become a Three. Mono, go find that poor boy and help him with his own problems, the three of you need to escape from the crumbling Pale City to The Maw. Though to do so you will need to kill the Thin Man before you go.

Then the three of you need to go through The Maw, and kill The Lady. And, once all three of you exit The Maw together? Well, You Win!

You Gain a perk called **The Pretender**: This gives a multitude of powers: sonic screams, energy absorption (any kind, though don't blow yourself up), spider-like crawling, enough durability to survive falling from the stratosphere, an affinity for all forms of magic, combat, etc. that involve dolls or puppets. This boosts any you make, increases your learning speed for any skill or ability relating to their creation or use, and multiplies the effectiveness of any dolls you use by ten. This includes things like Golems, robots, and other such things as well. You can also create Nightmare Monsters such as those you had to face here. Ones made from actual humans are pretty strong.

As a further reward, you get an Item called **Domain**: Your own personal domain where the rules of reality don't work quite right. Like the Nightmare logic of The Nest, Black Tower, and Maw, you now have your own personal little playpen that can exist in the real world while working on Nightmare Logic, in your favor of course.

If you Purchased Mono or Six as Companions not only do they gain **Domains** of their own, but they also gain their own unique perks.

Six gains **The Lady**: this gives her teleportation, telekinesis, darkness camouflage, life absorption, and Nome creation. Any Nome she creates will be loyal to her. She also develops control over darkness in her area, able to see through it and even use it to attack, though she'll need to train it up some.

Mono gains **The Thin Man**: this gives him the ability to hop into TVs, travel through them, even grab stuff in the TV shows or Commercials to bring out as long as both Mono and the item fit. It also gives him telepathy, short-range freeform teleportation, mind control tech boost, and massively more control of his Domain, where he can act much like a god, if a minor one, in it.

If you purchased both Six and Mono, all three of you get all three perks.

If purchased with the "Orphanage" option and you grab both Mono and Six with it, all companions from that option gain all three perks.

## Drawbacks

**The Collector(+100CP)**: You have a Need to collect things and find secrets. You won't be able to leave until you find everything hidden in your starting area; luckily you'll know when a secret is in the area.

**The Hunger(+100CP/+200CP):** This has two levels, for the first, all the food you find or eat will be disgusting, moldy, and rotten. For the second level, yeah, you're gonna murder and eat innocent kids, a lot, and you can't turn your morals off.

**The Unknown(+200CP):** New monsters and enemies and adventures! The only things that stay the same are Six, Mono, The Pretender, The Thin Man and The Lady. Everything else is different.(And any canon companions you purchase also stays of course.)

**The Big World(+200CP):** Everything's bigger. Where before you were a teddy bear, now you and other kids are about the size of rubber ducks. Honestly the rats are almost always bigger than you.(This will not Make Anything outright impossible to complete, you may just have to find different solutions to Puzzles, or you may have to take a different route and face different puzzles, but escape is still possible.)

**Nest Atop The Black Maw(+400CP):** The three Big Bads have joined forces; all three actively help each other, and their monsters help each other too, if they can. I doubt you'll survive this, Jumper. At least, alone...some friends would go a long way though it still won't guarantee anything.

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