Modded Celeste

a Jumpchain CYOA by MelecieDiancie
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Welcome back to **Mt. Celeste**, Jumper. This time, we are going further than we have climbed before, beyond Celeste itself.

Once again, you shall be stripped of all of your perks and will be returned to your normal state. And neither are you able to just take perks as free as you would normally do, as you have a stipend of 0cp for this jump.

Now, let us see where we may venture to.

Locations

You do not need to scale all of these locations. Which you want to climb depends on your choice, and how difficult you want your journey to be. You don't need to worry about transport to these locations, after you are done with one of them you can immediately climb another.

Beginner locations are worth **25cp**.
Intermediate locations are worth **50cp**.
Advanced locations are worth **100cp**.
Expert locations are worth **200cp**.
Grandmaster locations are worth **300cp**.

Short climbs are usually just the length of an area.
Long climbs usually scale an entire mountain.
Collab climbs are usually a mix of short climbs.

In total, you can get 4400cp from this gauntlet.

Cavern of the Ancients (Beginner, Short)
A giant sprawling cavern, where the crystal bombs were created. In the middle of it stands a great ruin, eerily looking similar to the Mirror Temple of Celeste Mountain.

Enchanted Canyon (Beginner, Short)
A canyon secluded within Celeste Mountain that is the home of various monsters and otherworldly beings that seek to harm people by drawing them in with their deepest memories and wishes.

Gate to the Stars (Beginner, Short)
A simple climb to the skies, where the titular Gate lies. In here lies a lot of move blocks and bouncy clouds that you could use to get to the top.

Outcast Outback (Beginner, Short)
A mystical ruin that contains portals, among other strange things. It's covered in traps and spikes, which make it hard to navigate if the portals weren't enough.

Part of Me (Beginner, Short)
A little detour through the Old Site takes you to a strange area with mirrors that cause you and your other self to switch places. You and your other self would have to be able to work together to be able to get past this part of the ruin.

Water Temple (Beginner, Short)

A temple hidden deep beneath the Forsaken City, that manifests seekers into the real world. There are also a lot of spikes and crystals in the temple, and it may be hard at times to dodge these while underwater.



Celeste (Intermediate, Long)

Mandatory if you have not yet beaten the Celeste gauntlet, however you may take the cp. It's *the* mountain, known for being the source of mystical events that make a climber's journey harder. But of course, you already know this place like the back of your hand, right?

CELESTE Classic (Intermediate, Short)

Another path through the mountain. It's shorter than the first and barely as hard, however it's still a warmup before you conquer even harder challenges.

Everred (Intermediate, Long)

Another mountain to climb, or rather, two. The mountains Everred and Foreverred work differently than most, with smaller rooms to climb. You would need to climb both Everred and Foreverred.

Lani's Trek (Intermediate, Short)

It's the same mountain, but the path Lani took when traversing the mountain was very different, one that challenges them with a different set of obstacles that focuses on their climbing hook.

Shade World (Intermediate, Short)

A grand temple in the middle of space, which contains a lot of dream blocks, and also seems to house some seeker statues and some other oddities.

Shrouded Thoughts (Intermediate, Short)

An abandoned factory that is still somehow operating, with mechanical pieces that should be activated or deactivated in order to pass. Your goal is to find and destroy the main circuit breaker, and escape the destruction of the factory.

Spring Collab: Beginner (Intermediate, Collab)

A selection of easier maps in the Spring Collab, some of the maps being a temple of Kevin blocks, a circus of springs and moving platforms, a laboratory puzzle, and many more. This culminates in the Heartside, a giant amalgamation of these locales into one final climb.

Sunset Rise (Intermediate, Long)

This mountain has a different strange power, one that inhibits the use of the dash. Instead, crystals are spread around this mountain to allow you to jump while in the air, and combining that with a set of familiar, yet different obstacles, this climb would be a unique experience.

Tornado Valley (Intermediate, Short)

The wind here is very intense, however it’s not impossible to surpass, as red and green bubbles are scattered around, helping you get past this valley. Despite this, the wind still affects the movement of the bubbles along with your own, can you do it?



Crystallized (Advanced, Long)

Another mountain to climb, however this time you're here to break a crystal. It may contain one of your companions, or your life force, however climbing this mountain with a heavy crystal on your hands might be hard to do.

Frozen Waterfall (Advanced, Long)

A secret path around the Mountain leads you to a well-hidden, cold place with a lot of waterfalls and strange water that seem to give or take your dash, kill you, or teleport you. Beyond it is a stranger place, with clouds that rain these kinds of waters.

Glyph (Advanced, Short)

A realm in the psyche divided into the four seasons, with the void in between them. It's certainly recognized as one of the more breathtaking locations in this list, and one where you would have to travel and warp a lot.

Season Sides (Expert, Long)

Requires Glyph to be beaten. The Season Sides are each short, yet still hard treks in each of the subrealms that Glyph takes place in. Spring, Summer, Fall, Winter, and Void.

Into the Jungle (Advanced, Long)

Conquering this jungle requires great strength on your part to survive the wildlife and traps that can be found here. And with the temple at the center waiting to be conquered, you would do well to explore this place.

Polygon Dreams (Advanced, Long)

An adventure that would take you to an alternate Celeste Mountain, where you have to work your way from the bottom and get to the Celestial Resort, however this time the trek is much more perilous and would require advanced tech, but also the places are very different from what it originally was.

Rhythm Universe (Advanced, Long)

Another one in the realm of dreams, this one has a metronome ringing around it, determining the states of the blocks that appear and disappear. Far into this universe, the wind blows hard, and at some points a small gust can even be produced to solve some puzzles.

The Secret of Celeste Mountain (Advanced, Long)

Exploring the depths of Celeste Mountain, during a time where the powers of the mountain seem to be weaker than normal. Similarly, the powers and perks that you have obtained in this jumpdoc would be removed and spread across the depths for you to collect. Your goal is to restore the mountain's power once again.

Sib's Crane (Advanced, Short)

A climb that takes you from the titular Sib's Crane to a glitchy house with suddenly appearing walls and into alien terrain.

Spring Collab: Intermediate (Advanced, Collab)

A selection of intermediate-rated maps in the Spring Collab, featuring an industrial landscape, a grand temple, and a serene skydive, all culminating once again in a final Heartside to test your skills.



D-Sides Pack (Expert, Long)

This deadly path through the mountain is reserved for the super-skilled, and would require you to have the skills of a great climber, for the obstacles in here are a lot harder than the common path up.

Ferocious Sanctuary (Expert, Long)

A dark and ominous ruin that seems to be stuck deep in the void, forcing you to navigate through the remains of this huge sanctuary. Red bubbles allow you to traverse deeper, however the icy walls make it difficult for you to climb.

Frozen Heights (Expert, Long)

Within another mountain lies a chilling place with lots of ice and water, where only skilled travellers dare climb. It is challenging not only due to its freezing temperatures, but also due to the treacherous landscape.

Mount Everest (Expert, Long)

The greatest known mountain that exists, and it is eerily similar to Celeste Mountain. It does vary a bit, however you'll be going through similar yet new and more difficult challenges in climbing this mountain.

Solaris (Expert, Short)

A burning hot place located in the realm of dreams, where your goal is to find a way to escape this place. It is full of jellyfish and fire, and a grim temple stands at its heart.

Spring Collab: Advanced (Expert, Collab)

Once again a selection of maps, this time marked as advanced. Maps in here include a climb towards ruined structures and satellites, a place deep in the Core, and a really high velocity speed challenge in dreams. Once again, it ends in a Heartside.

Spring Collab: Expert (Expert, Collab)

This collection of maps contain a city with janky blocks, a mansion full of dust bunnies, and a temple of thunder. This one has a Heartside too.

Strawberry Pi (Expert, Short)

A complex city ruins in a realm that tends to glitch out occasionally. The city features complex sets of zip movers, ones that move when others are triggered, and ones that trigger only when you want it to. This makes this area hard to traverse for most people.

Summit Encore (Expert, Long)

The Mountain again, but harder, and with lots of new items and mechanics to understand. You may have climbed the mountain once, but do you have what it takes to climb it this time?



Farewell D-Side (Grandmaster, Long)

Requires the D-Sides Pack. You sure about this? This is by far the longest climb that is in your choices, and it is as difficult as it looks. It will take you into deep space, more than a light year away from the Mountain where you will start, and culminate in one of the hardest challenges that you will face.

Spring Collab: Grandmaster (Grandmaster, Collab)

And finally, the last collection of Spring Collab maps which contain, among others, the Crypt of the Kevins, a temporal tower, and a forest with lots of crystal bombs, culminating in the final Heartside of the Spring Collab.

Jumper's Heartside (Special, Long)

Well, this is an interesting one. Here's how this perk goes: you'll be facing a Heartside similar to the major places in all of the past jumps you have visited. As such, its length will vary from jumper to jumper. If you have visited less than 15 jumps, it'll be Beginner; less than 30 jumps, it'll be Intermediate, less than 45 jumps, it'll be Advanced, less than 60 jumps, it'll be Expert, and more than that, it'll be Grandmaster.

~~I Wanna Atone the Flower (Grandmaster, Short)~~

No.



Perks

Alright, so now that we have seen where we shall go, it's time to get ourselves ready for the climb.

Mountain Dash (0cp)

The dash granted by the mountain's powers, which lets you rapidly boost yourself in the air once into a given direction of your choice, useful for scaling not only this mountain, but the various places that you'll be climbing here. It'll actually be more invaluable now, as trying to scale whatever place you end up in this jump would likely be hard without a dash.

Try and Try Again (0cp)

For this gauntlet only, dying would not be problematic or painful. You may take as much time as you please to complete this, provided that I don't get too bored of you. You'll just be taken back to a nearby safe place and you may try the obstacle again. Note that you may not take this after this jump, no matter what shenanigans you use.

Extra Dashes (50cp)

Is one dash not enough for you? I think you want to have more, just in case. Or maybe as a way to gain even more power, speed, or momentum? Anyway, you may purchase extra air dashes for just 50cp, up to a limit of six dashes for 250cp, including the free one.

Ease in the Sea (50cp)

Even though climbing this mountain doesn't involve much water, some other climbs would require you to carefully swim through and navigate obstacles underwater. And for that, you now have the ability to carefully maneuver yourself in the water, staying in place when needed or moving through tight spaces. As a bonus, breathing underwater is no longer a problem.

Liquid Hair (50cp)

This perk allows you to instantly design and modify your hair, making it so that you can easily switch from short to long hair, or from curly to tied. Additionally, it also allows you to color your hair in such a fashion that its color reflects that of the availability of one of your perks. For example, changing your hair's color to reflect your number of dashes, or having it be a gradient to easily tell when your large explosive perk has recharged again.

Through Freezing Cold (100cp)

The summit of Celeste Mountain is really cold, however this may not even compare to the chills of other, far-off locations. By taking this perk, you give yourself the ability to treat even the

coolest of climates as refreshing and warm. This also gives you an innate resistance to sheer cold, so being frozen solid is not possible.

Demo Dash (100cp)

Here's a unique and certainly useful application of the dash. A careful dash between a gap, even a tiny one, would keep you unharmed as long as you focus on the gap between the dangers. Getting through a wall of spikes or dustbunnies would be easy, getting past a quickly closing door is also possible, and with enough time even getting past liquids without getting wet would be doable too. This would not let you pass through thick, solid objects however.

Extended Variants (100cp)

This isn't as useful as it looks like, which is why it is this cheap. If you are in your warehouse, the Spring Collab gyms, arena supplement, or any other resting or training place, you can toggle a myriad of changes for you and your environment to allow you to experiment with a higher jump, infinite dashes, or less stamina, for instance. This allows you to train yourself even harder and help you master your skills.

Jumper's Helper (100cp)

Ever create something new and innovative and sad that you won't be able to take it to other words due to not being fiat-backed? Just take this! Once per jump, you can fiat-back up to eight items or inventions of your choosing, allowing them to work as intended for future jumps, as well as allowing yourself to give these items to you if you ever lose the original or allowing you to make more of them. Post-chain, you will be able to fiat-back eight items at a period of once per five years instead.

Secrets of the Glyphs (100cp)

The five season realms have a unique glyph that would normally be indecipherable to most, with climbers having difficulty to finally understand what the secrets behind these mysterious etchings are. Unlike them, you don't have any problem understanding what these mean, or any other writing system, actually. You may still need to know what each word means if they're not in a language you recognize, however knowing what the glyphs and characters mean would make it a lot easier for you to learn a language or decode ancient writings.

Trust (100cp)

Fog and mist can sometimes be too overwhelming for you and may prevent you from getting a grasp on your surroundings, and can even lead to deadly accidents. However, that's no longer the case with you, as you'd be able to somehow sense the terrain near you even with your eyes closed and with no memory of the surroundings. A mysterious voice in your head would tell you

what to do and where to go, and if you follow that voice, you will be able to find yourself out of that predicament or do whatever you would like.



Master of Jank (200cp)

You have the ability to easily find and exploit things that you don't quite understand yet, and use that to your advantage, learning how it happens in the first place, like odd physics, mysterious magical laws, or anything of that sort. This power would be even more powerful if you're dealing with computers and virtual realities; spotting, finding, and fixing glitches would be easy for you to do.

nyoom! (200cp)

A single jump and dash would get you far, but what about chaining these together, would it be able to produce the momentum needed to get you further? You find that you now have the ability to gain momentum from simple actions, like jumping off a platform, and then chaining it by using your dash to keep it going; or gaining a boost by dashing towards a ceiling. Maybe if you had some other perks, you could chain those actions into propelling you even further?

Proud of Your Death Count (200cp)

Death here is only a minor setback, but this is not the case anywhere else. However, death would, and should, still be a learning experience. From now on, death for you would teach you a lot about what went wrong, about proportional to how much it has set you back. Despite this, you would still need the ability to cheat death to be able to use this perk to its fullest, or it would only be able to apply to near-death experiences and the such.

Mountain Checkpoint (300cp)

The Mountain has some areas marked by a recognizable symbol, which serve as checkpoints for travellers climbing, allowing them to teleport to this area anytime. Creating this symbol on a rock or any solid surface allows you to set up a checkpoint anywhere to allow you to teleport there. If you do not like to use the Mountain's symbol, you may instead opt to change your warping symbol to anything complex and representative enough. Note, however, that you may only use one checkpoint at a time, however if you want to use an already existing checkpoint, you may tap the symbol instead.

Nice Doppelganger (300cp)

You and your other self have reconciled and reunited, and despite being far from the mountain's power, they can still manifest themselves as a near-identical copy of you. Anytime you or they want, they may start manifesting themselves in the real world to be able to help you. They will have a small portion of the Mountain's powers, which allow them to duplicate themself, chase or mimic your movements, or even fire harming bullets and rays. Careful, however: this is not fully fiat-backed, if you and your other self drift apart, you'll lose this perk, however they'll still exist.

JumpNet (400cp)

A special version of Ghostnet for you, the Jumper. With this, you can find shadows of other Jumpers, Planeswalkers, and other interdimensional travellers located in parallel universes, and see where they go and what they do. What they do does not affect your world, however you can follow them to get an idea of what to do. Additionally, you get to chat with other Jumpers who have JumpNet at any time.

Tool-Assisted Memory (400cp)

You now have a great memory, one that is able to play out a single situation multiple times, even with just tiny changes and see how the butterfly effect takes place. This memory will allow your movement to be extremely precise, as well as allowing for the analysis of how a scenario could play out.

Assist Mode (600cp)

It is not as powerful as the original Assist Mode, however what perks that remain would still be invaluable for you to use. You can slow down time, including yourself, to give yourself better

awareness of your surroundings and quickly analyze your next moves, including freezing time for a few seconds just before using an ability such as Dash, or you can give yourself an infinite amount of dashes and high enough stamina to prevent you from falling off while climbing.

The Lobby (600cp)

After your time here, you have obtained the power that creates the pocket dimensions that lead you to the collab maps. You have the power to create a single “lobby”, a plane that expands as it is needed, along with some teleportation orbs that allow you to teleport to the entrance of any place you have visited. These teleportation orbs will cause the area around it to shift itself to resemble the location that the orb teleports to, however you can design the rest of the lobby’s terrain and style. Want a spring themed area with a few floating islands? Or a cavern with lots of decorative crystals? You may visit this plane anytime, and you may return back or take one of the teleportation orbs if you wish. This plane may be left as is, or may be attached to your Cosmic Warehouse using a mystical door.



Items

Everest Music Collection (0cp)

The complete soundtrack to Celeste, the B-Sides and Farewell, as well as the soundtracks of many of the mods that have them including the Spring Collab, Glyph, Into the Jungle, and the Farewell D-Side, all in a set of cassette tapes. These are pretty nifty to have.

Celeste (50cp)

A copy of Celeste and both versions of CELESTE Classic, along with an installation of Everest and Olympus and a whole stash of mods and helpers, including everything featured in this jump and more. Includes an installation of Ahorn, however this would only allow you to design your own Celeste mod.

Climbing Hook (50cp)

An alternative tool to climb a mountain. This tool lets you grapple onto most surfaces and allow you to cling onto them. Additionally, the mountain has imbued this hook with a unique property, allowing the user to jump in midair while using it, however you would need to retract the hook to do it.

Intro Car (50cp)

Get in loser, we're going to the Internet. The classic Intro Car we know Madeline has, and the one she takes to drive to the mountain path. It may occasionally appear in places that you may not expect. There's not really anything else to say here.

Jellyfish Parasol (50cp)

A jellyfish parasol! Aside from being elegant and cute, this jellyfish combines well with the dash, allowing you to get to and glide from greater heights by using the "Jellyvator" technique by releasing it and dashing back up towards it.

Journal (50cp)

A little journal for you to keep track of what you have done so far, and where you will be going next. It has a handy little page for any items you may wish to find, like the many elusive Crystal Hearts scattered around the place.

Refill Crystals (50cp)

A pack of eight green crystals that would allow you to easily restore your dash, or any power or resource you have that doesn't have a long cooldown, like restoring the use of a laser beam perk under cooldown, or a lowering mana meter. There is also a single pink pair of crystals, which when used pushes a perk to its limits for one use, allowing you to use a dash twice as usual or giving you 1.5x mana, for example. When used, they get restored every week.

Basket of Strawberries (100cp)

A full basket of strawberries, along with strawberry seeds so you can grow your own. It refills slowly, however once in a while other kinds of strawberries would appear like the Golden Strawberry, a much more valuable and delicious type that would appear in this basket when you

have finished a great task, Silver Strawberries, which are for lesser tasks, and Rainbow Strawberries, a large and incredibly rare strawberry that appear once you have gotten enough golden and silver berries.

Crystal Bombs (100cp)

A few fragile rocks found in the Cavern of the Ancients that explode after a while when thrown, shattering into a lot of crystals in the process. Useful for clearing obstacles you can't break normally, or blasting yourself across a room. Comes in a stack of 8, refills after a week.



Energy Crystal (200cp)

A crystal that absorbs all of your momentum when used. When you dash or use the crystal again, you get shot at the speed of your momentum again, with the additional boost of your dash if you had one.

Lantern (200cp)

This is a pretty strange lantern, for its flame causes nature to bend. When bathed in this light, plants would retract their spikes and thorns, moss would disappear, and dangerous animals would slither back into their hiding spots. This would only affect things around the light however, anything past the light would return to normal. When extinguished, another lantern would appear in a week.

Nullifying Water (200cp)

A few liters of light blue water that remove the supernatural powers of anyone who swims on or baths on it. Found in the Frozen Waterfall, this water made it hard for people like Madeline to climb, as their dash is taken away. Anyone affected this will have their powers restored after an hour of stepping away.

Shadow Dash (300cp)

A crystal that provides you with a shadow dash, which allows you to pass through walls thicker than what you'd normally be able to cross even with a demodash. It also allows you to pass through walls to an extent, however make sure that you don't get yourself stuck inside the wall. Replenishes at a set of ten per week.

Celestial Randomizer (300cp)

A door appears inside your warehouse, leading to a computer-generated simulation of Celeste Mountain and other places. This place is strange, and generates a bunch of rooms that do not really make sense together, like an area near the Summit located after a room deep inside the mountain's Core, around a starry landscape. Despite this, it would still be great to challenge yourself in this room, to test your climbing skills again or if you missed the challenge that this gauntlet brought you. If you took the Jumper's Heartside, recreations of notable places in jumps you have previously visited may also appear, even if you have visited them after this jump.

Crystal Heart (400cp)

A heart created by the mountain and sealed away around it and in many other places, this heart boosts the skills of those who shatter it, empowering them slightly. You'll not receive crystal hearts directly, however you may find some in difficult to reach places or behind obscure puzzles in the places you go to. It comes in five variations, from most common to the rarest: blue, red, yellow, orange, and purple.

Guneline (400cp)

Not just any other gun, this gun is *very* destructive and can destroy anything not resistant to bullets. And it has lots of bullets. Spikes standing in your way? Gun it down! Pesky hotel manager ghost trying to prevent you from leaving? Gun it down! Pufferfish that you want to blow up? Gun it down! Truly, the finest mod to ever mod.

Ahorn (600cp)

A little program appears on the computer in your warehouse. It allows you to do some construction and renovation of things and terrain in your Warehouse, personal reality, lobby, or any other structure you have attached in your Warehouse. It allows you to use some "entities" to help you improve it, starting with some pretty familiar items that you can find in this gauntlet: zip movers, dream blocks, dash blocks, bouncy clouds, and other items, and allowing you to add

useful mechanisms or magical objects to this list, provided you have a supply of them. Additionally, if you have any arena or challenge items, Ahorn allows you to design these places as well, allowing you to fine-tune your training or challenge.



End Scenario:

The Golden Challenge

The planeswalker's spark lies so close, yet far out of reach. The mountain's power has sealed one deep inside itself, and only a truly skilled mountain climber would be able to prove themself worthy of claiming it.

This challenge would take you through every single one of these locations. From the depths of the Water Temple to the dizzying heights of Mount Everest, you shall conquer every climb, every adventure. Your ultimate goal is to collect all of the known crystal hearts and mini-hearts, either hidden away in these places, or occasionally located at the end of the climbs. Through the main paths, and the hidden but trickier paths, both sides of the mountain.

This challenge would conclude with the Final Goodbye, the D-Side of the Farewell chapter, taking you through deep space that would take you to your final Crystal Heart.

By taking this challenge, you will not be able to use some perks even from this jump to prevent you from easily clearing it. Specifically, you may not use Mountain Checkpoint, Assist Mode and Guneline.

Additionally, death would no longer be a minor upset. While dying would still not end your gauntlet, it will take you back to where you have started the previous leg of your climb, and you have to climb back from where you started. The only exception being in the longest climbs, where you would only have to return from your most recent checkpoint instead of starting from scratch.

With a reduced arsenal of perks, this challenge will not challenge you to show how you have grown as a Jumper, but how you have grown as a person. With none of the many perks you had before to back up on, you have to rely on what you have learned to prove yourself.

You can do this.



End

Congratulations, Jumper. You have managed to scale the mountains. As you may already know, this climb is not about the destination, but about the journey, the things that you have learned along the way and the training that you have received. Now then, it is once again time to make the Choice…

Would you **Return** back to your home, proud that you have accomplished something monumental? **Stay**, and undertake new challenges and climbs once they come out and catch your eye? Or **Continue** wandering the worlds, working your way for another spark?

Notes

- This is not an update to my old Celeste jump, meaning you can take that and then take this. But even then, the one in the 4chan drive is so much better than mine :P
- Due to this jump's length being solely determined through the drawbacks/maps you choose, you may *not* take all the Universal Drawbacks you have and take perks and items in this jump to skip it entirely for the reason of "I don't have to do anything, therefore I can just go straight to the next jump!" This would count as jump failure.
- Aside from taking Season Sides or D-Sides Pack, or when in the Golden Challenge, you are not required to take any B or C-sides.
- Long climbs are split into different chapters. Summitesque mods (Sunset Rise and Mount Everest), as well as Farewell D-Side also count as long climbs due to the former being due to the original Summit being a compilation of different chapters in one chapter, and the latter due to its sheer length.
- With the exception of Expert and Grandmaster, the Collab maps are located one difficulty level above their difficulty (like Beginner maps being rated Intermediate) as there are lots of them per map (there are 19 maps in Beginner including the Heartside), which would make it harder for one to complete it all.
- Taking both **Ferocious Sanctuary** and **Spring Collab: Advanced** would not require you to do Ferocious Sanctuary twice, despite that map also being in the Spring Collab (albeit in a smaller form). It will still appear in the Heartside, however.
- **I Wanna Atone the Flower** is a joke option. It's too hard a map and not as interesting as say, Farewell D-Side. This also means it is not included in the Golden Challenge. If you really want to add it to a jump, make a modded I Wanna Be The Guy jump (as that was originally an IWBTG mod ported to Celeste)
- Mods that were considered but dropped include: Path of Hope (it was retroactively added to Mount Kimitany Saga, which is still incomplete and may build off a new story), Celsius (like Mount Kimitany, it is still incomplete and may contain story), the Winter Collab (don't know how to rate), and etseleC (literally just backwards vanilla Celeste, don't know how to rate).
- If you want, you may also add other Celeste mods, including the ones removed above. Just try to use the above maps as a baseline for where you'll rate this map. You can gain a maximum of 4400cp even with this, the "vanilla" maximum for this jump.
- The free **dash** you get from this jump does not stack with the dash from the vanilla Celeste gauntlet, however any additional dashes you buy do.
- While **Tool-Assisted Memory** allows you to create multiple scenarios and see how that plays out, it does make you operate like a tool-assisted speedrunner and allow you to redo situations at will, it just allows your mind to operate as such. This would still allow you to do precise movement, however only if nothing unaccounted for affects you.

- Unless you have a 1-up perk or the jump causes deaths to not trigger chain or jump end (like this one), **Proud of Your Death Count** is intentionally useless for a jumper. Conversely, it would be very impactful once it does trigger due to deaths where the latter does not take place also being impactful, even if a 1-up is triggered.
- **Intro Car**'s description is a reference to a certain father physique.
- **Ahorn** cannot let you modify the outside world in any way, it can only affect things in your Warehouse and pocket dimensions, as well as any locations you currently have in the Warehouse. If it is in the real world, you cannot modify it with Ahorn, however you may modify it with Ahorn in this jump and import the location to the next jump's world.
- **Ahorn**'s entities include basically any mechanic present in the vanilla game and any helper mods, with the exclusion of any item separately present as an item in this gauntlet like crystal bombs and jellyfish.
- You may take any map in any order in the Golden Challenge, however it is best to take Jumper's Heartside and the Farewell D-Side for last.
- The Golden Challenge requires you to finish all of the mods listed above and any B and C-sides if there are. Dying in this scenario would take you back to the start of the latest Chapter, or latest Checkpoint in the case of Farewell D-Side and a Jumper's Heartside that is Expert or Grandmaster difficulty.
- Guneline is disabled in the Golden Challenge due to being too broken for the challenge.
- Most images are taken from the GameBanana pages of the following mods in order: Summit Encore, Water Temple, Shrouded Thoughts, Glyph, Solaris, The D-Sides Pack, Polygon Dreams, Mount Everest, DJ Map Helper, Guneline, Frozen Heights, and Into the Jungle.
- Thank you to the entire Celeste modding community, with special thanks to 0x0ade (main developer of the Everest mod loader) as well as EXOK Games!
- I don't know how balanced this jumpdoc is yet, or how workable the end scenario is yet, which is why this is just a draft. It's fully jumpable, however.
- There's something sweet below if you spark!



Spark

You step on the floating space rocks, finding a way to make them fall and leading you to your final destination. Across a straightforward set of crumbling bricks, you find and collect your final crystal heart, bathed in the rays of light. The many crystal heart fragments you have start to glow, and suddenly, you wake up from a dream.

Although that wasn't just a dream, right? You immediately check your bag, seeing if everything is still there. And as it turns out, it wasn't just a dream. As you pick up the new fragment labeled *X's and Circles* in your journal, everything starts to shine again. Knowing what you must, you head to the Mountain Core, bag of crystals with you.

Deep inside the Mountain, you find a great shrine, with etchings involving hearts. Laying down the hearts and mini-hearts you have gathered, everything glows with a great light, one that felt like it was blinding you.

And finally, the sound of a barrier being unsealed is heard. Through it lies the Planeswalker's Spark. After decades, maybe even centuries of wandering the worlds, you have finally ascended from being a Jumper, to being a full-fledged Planeswalker.

As a reward for sparking, the Mountain has imparted a gift for you.

Necklace of Crystal Hearts (Special)

A necklace composed of many crystal and mini hearts, with a larger purple one at the center, representing your triumph and ascension in the challenges of Celeste Mountain, permanently bound to you. Using this necklace, you can channel a portion of your planeswalking power, allowing you to go to any multiverse you please. If your Spark is sealed, you may borrow a smaller portion of that power to allow teleportation to different universes within your local multiverse.

Now then, it is time to make the Choice, possibly the last time you would do this… Would you **seal** this Spark and continue jumping? Or would you **use** your spark and end your Chain, having finally obtained what you are seeking for.

Additional Notes

- The Necklace of Crystal Hearts counts as a scenario reward. You cannot buy it. Ever.
- You may not create the Necklace yourself, even if you have Crystal Hearts.
- Your Benefactor may choose to give you the Necklace of Crystal Hearts if you didn't spark or take the Golden Challenge this jump, but somewhere else.