



BLACK SHARD

THE LABYRINTH OVERSEES THE FOREST OF DESTINY / THE FOREST IS ANCHORED IN THE NON-MATTER
OF THE LABYRINTH / THE FOREST AFFECTS THE LABYRINTH / YET THE LABYRINTH IS OLDER / IT SHALL
ENDURE / YOU WHO ENTER THE LABYRINTH / BEWARE / LISTEN NOT TO THE WHISPERS / DO NOT
DRAW THE SIGN / DO NOT COUNT THE UNCLEAN NUMBERS / EMBRACE THE TYRANNY OF FATE

These words are spoken by an entity composed of several pale faces bearing a scowl of unceasing judgement. This megastructure is said to stretch infinitely in all directions, connecting all universes. This is an acausal realm that mortals were never meant to tread. The price to simply gain entry is a sacrificial ritual of unspeakable scale. However, this trespass has been committed time and again, often by those lured by the whispers of the Yellow Signs, The whispers promise entry into the paradise of Carcosa for whoever releases their seals. They promise that within Carcosa all of one's desires and so much more can be realized. However, should such a thing come to pass, existence itself will be at the mercy of insatiable entropy.

Time has no meaning here. A distance that one wanderer could travel in a few hours could take several eons for another. You could cross paths with someone who has been wandering these halls for centuries and then later run into them at the very moment they first arrived. You will remain in this world until you have achieved one of four possible endings.

You will be relieved of your otherworldly power for your time here. Should you manage to die, you will be safely escorted out of the Labyrinth with everything acquired here stricken from chronology. You start with 0 LABYRINTH POINTS and must gain more through sacrifice.

SACRIFICES

The below sacrifices will net you +100 LABYRINTH POINTS each.

MEGALOPHOBIA

You possess a crippling case of megalophobia, acrophobia, monophobia, or some other fear towards some condition, state, or situation that you will be facing almost constantly due to the nature of the Labyrinth. This is not a paralyzing terror, but it will make it exceptionally difficult to act when faced with this fear. This may be purchased up to 3 times for different phobias.

CURSE OF SILENCE

There is always a cost for entering the Labyrinth, both personal and external. In your case, part of your price was your own voice. Conveniently, almost all sapient beings within the Labyrinth speak a language you can understand, but you are wholly incapable of responding verbally, and even writing or charades are difficult, making such conversations quite one-sided.

TYRANNY OR ANARCHY

You have wholly adopted the ideals and disposition of either the Pale Faces or the Yellow Signs. In the former case, you are cold, utilitarian, honest, and obsessed with order at the expense. In contrast, the latter will leave you individualistic to a destructive extreme, pursuing personal freedom and fulfillment no matter how much chaos and destruction is left in your wake.

ANCHORS OF CHONOLOGY

A single decision made in your past has scarred your soul with a regret that not even erasing your memories will free you from. Perhaps you stood before paradise but turned away at the last moment or you opened a door to the Labyrinth through an unspeakable sin. This regret will weigh down on you for the entirety of your time here, invisibly eating away at your sanity.

The below sacrifices will net you +200 LABYRINTH POINTS each.

MISALIGNED COORDINATES

As stated before, the acausal nature of the Labyrinth makes any concept of time unreliable. A journey that one wanderer could traverse in hours could take eons for another. In your case, the scale is heavily weighted towards the latter. The anomalous properties of this realm almost never work towards your favor, with your path littered with far more delays than most other wanderers and generally requiring you to traverse obscene distances to reach your destination.

CURSE OF DEAFNESS

You are far from the only living being residing in the Forest of Destiny. However, your time here will be defined by silence and isolation. You will never come across another living being for your entire time here, and even the Pale Faces and Yellow Signs are unwilling to speak a single word, though the latter's promises still stand. Even the Painter's messages have been robbed of sound. This can make it quite difficult to figure out what you're even supposed to do here.

PUNCTURED SEALS

The Yellow Signs remain imprisoned, and yet their influence has already begun to infect the Labyrinth. Corruption is everywhere. Structures are crumbled, grotesque humanoid statues form tumor-like growths, and every sapient being you come across is mere inches away from losing their minds. This will make navigation substantially more difficult and dangerous, even if your objective is to fully release the Yellow Signs yourself.

MEMORY LEAK

The mortal mind is a spacious archive, but hardly infinite. It is common for those who have lived here for eons to occasionally wipe their own memory to free up storage space. In your case, your brain's storage space is about 10% that of most. You are no less intelligent than before, but if most wanderers can go 1000 years without running out of memory, you can only go 100 before you start to experience substantial mental degradation and need to free up space.

The below sacrifices will net you +300 LABYRINTH POINTS each.

NEURAL FRAGILITY

The mortal mind was not made to exist in an acausal realm. Taking this excludes you from any mental protection you would normally be afforded. The crushing ennui of eons trapped in this realm and the whispers of dark gods will eat away at your mind as it would any regular mortal. Madness is not a hazard to be carefully avoided, it is an inevitability that must be endured, less you come to desired self-termination to escape this unending Hell.

OUT OF SCALE

Many of those who wander the Labyrinth are humans, but not all. Whatever you are, you are anywhere between 5-100 times the size of a normal human. There are still many areas of the Labyrinth you can easily traverse, the majority of doors and passages appear to be created with a human-scale in mind, making traversal quite difficult, if not outright impossible for a being of your size. Every portal you cross is rolling a die of whether you'll even fit in that room.

PROXY

In most areas of the Labrinth, you are in a trance where a distant consciousness is able to take full control of your body. About 10% of rooms in the Labyrinth will provide you the mental clarity to regain control until you leave. This entity isn't technically malicious, but their distance often causes them to take reckless actions without any regard for your will or safety, and their inability to interact with you outside of these special rooms makes cooperation almost impossible.

CAUSAL INFLUENCE

By some tragic anomaly, the physics of this world aren't as forgiving as they would be. You still do not age or hunger, but your body is just as vulnerable to kinetic impacts as before. No longer can you fall hundreds of feet unscathed or break a bone and expect it to heal perfectly. You'll need to actually take care of your body as falls that other wanderers would treat as a minor inconvenience are almost certain death for you.

AQUISITIONS

The below assets are free, but **ACAUSAL REALM** applies only within the Labyrinth itself.

FARSIGHT

This will be quite necessary to gaining your bearings in the colossal environments you're likely to find yourself. In addition to crystal clear 20/20 vision, you possess the ability to "zoom" your perspective by a fixed amount to view distant locations as if gazing through a telescope. This allows you to view things that are miles away as if you were standing right in front of them but does limit your ability to see your own surroundings while in use.

IMMORTAL PSYCHE

It would be far too cruel to rob you of all psychic defenses before dropping you into a realm for potentially eons. As such, the passage of functionally infinite spans of time and the inability to escape into unconsciousness will have a negligible impact on your psyche. This won't make such things especially pleasant, and it's just as easy to be driven mad by external stimuli, but at least you won't have to count time itself among your enemies.

ACAUSAL REALM

Mortals who arrive in this realm will find its anomalous properties influencing them in strange ways. You no longer age, have no external survival needs (food, water, air, etc.), cannot be harmed by any fall, are able to jump abnormally far, and do not require sleep. You can still be killed by sufficient physical injury, but any wounds that fail to kill you will heal up seamlessly if given enough time. Not only do you not need to sleep, you will find sleep and by extension dreams physically impossible within the Labyrinth.

Scattered throughout the Labyrinth are peculiar black pillars. You are able to Synchronize with any of these pillars by touching it. With a few seconds of concentration, you can instantly teleport to the last pillar you synchronized with.

For an undiscounted **200 LABYRINTH POINTS**, you may retain all of these odd physical attributes even outside of the Labyrinth. This becomes toggleable following this Gauntlet, in case you wish to benefit from sleep once more. However, the pillars cannot be relocated and the range of their teleportation does not extend outside of the Labyrinth.

The below assets demand 100 LABYRINTH POINTS each. Two may be taken for free.

SIBLINGS IN SIN

This may be purchased multiple times. With each purchase, you may either recruit one of the sentient locals as a companion (with their consent) or import one of the allies you already have to join you in your wanderings. In the latter case, they receive 600 LP to spend as they please.

UNKNOWN PIGMENTS

It's unknown where you found something like this in the Labyrinth, but you possess an assortment of mundane art supplies. This includes easels, various brushes, canvases, and numerous paints. All supplies are instantly replenished if lost, broken, or used.

MELODY OF MEMORY

A featureless white room containing a bench and a grand piano. Occasionally, the piano will play a special melody that can erase all but the most significant memories up to a point of the listener's choosing. Listeners must willingly allow their memories to be affected.

MAZE CHRONICLES

The Maze Chronicles is a mysterious book documenting the history, nature, and figures of note regarding the Labyrinth and Forest of Destiny. It's anyone's guess who wrote these, but you've somehow found a complete copy, allowing you to glean some much-needed context.

GREY ARCHIVIST

You possess an inhuman memory. Your memories do not degrade over time, even in the course of eons. However, this makes "running out of memory" a very real danger. You can always intuitively recognize how much "storage space" you have left.

DISARMING COUNTENANCE

All wanderers are united in sin. You have an odd aura about you that makes complete strangers bizarrely friendly to you upon first meeting and open to providing you with information at no charge. Does not prevent this goodwill from degrading through your own actions.

The below assets demand 200 LABYRINTH POINTS each. Two may be taken for half price.

PROMISING WHISPERS

You have learned a thing or two from the Yellow Signs. You have mastered the art of persuasion and temptation. You always know the perfect word choice to spin even something intrinsically awful like the end of existence as something to desire. This can't fool everyone, but with enough persistence, even a trickle of water can bore through the strongest stone.

EXPERIENTIAL PROXY

There is a distance between your mind and your body. You still experience everything your body does, but the sensations are abstracted. Like your body is just a puppet you're controlling from a safe distance. This allows you to act with inhuman objectivity and mental clarity, able to effortlessly distance yourself from any unwanted emotional distractions. Toggable.

ACCUMULATIVE MOMENTUM

Whenever you start seeking out components of a finite and clearly defined set or collection, the more you find the more strongly fate pulls you towards the rest. Whether it's a hundred gems scattered throughout a continent or 12 paintings hidden within an infinite megastructure. As long as you can find one, completing the set is a matter of "when" rather than "if".

WARP DRONES

Three linked pairs of transparent hypercube-esque structures. You know how to affix these to a certain point in space or relocate them elsewhere. These can even be suspended mid-air or tied to a moving vehicle. Touching one of these will instantly teleport you to the linked cube, regardless of distance or dimension. However, each cube must be set up in-person.

OBSERVATION INSTRUMENT

A large structure resembling a telescope. This enables one to gather extensive data on the Forest of Destiny. Whether it's studying the laws of higher dimensions, tracking cosmic gods, detecting interdimensional anomalies or the births and deaths of universes, etc. However, this all takes the form of abstract data and parsing it is much easier said than done.

HALL OF REFLECTION

A particular room within the Labyrinth. For unknown reasons, this room provides all who enter it with preternatural mental clarity. They suddenly become wide awake, snapping them out of any trances and making them objectively aware of and better able to resist any external influences on their mind or body. This clarity only remains while within the room itself.

The below assets demand 400 LABYRINTH POINTS each. Two may be taken for half price.

THE YELLOW EYES

You once gazed upon Carcosa with your own eyes, permanently dyeing them a luminescent yellow. This experience has granted you an intuitive understanding of the Labyrinth and similarly impossible or alien dimensions. You can effortlessly navigate the infinite halls of the Labyrinth and instinctively sense any anomalies within. To an extent this navigation ability can be applied even outside of such eldritch dimensions, allowing you to easily discover “shortcuts” that allow you to reach destinations far faster than should be physically possible.

AN ANGEL'S PITY

The Painter was once just another wanderer, until a Pale Face bearing the Red Eyes took pity on them. Such a thing should be fundamentally impossible for a being created with the sole purpose to act as an agent of absolute, unfeeling order. You'll similarly find that transcendent or hivemind beings have a disproportionate ability and willingness to sympathize with you. Even if such human emotions should be fundamentally impossible for them, they'll seemingly develop them specifically to allow them to feel pity towards your suffering.

THE ENCLAVE

A realm that straddles the line between reality and fantasy. It is essentially an entire pocket dimension born from a dream. You can access this through a portal in your warehouse or simply give yourself and those you permit the ability to enter this world in their sleep. These dreamers can freely control the reality within like a lucid dream. However, nothing created within can be brought outside, nor can anything from outside be modified through this power. It is little more than one big sandbox for mortals wishing to play god.

GRASPING THE INFINITE

Somehow, you have learned the exact technique used by the Labyrinth to seal away the Yellow Signs. This requires a substantial amount of effort and can only be used on beings that are greatly weakened or that you dwarf in power. Sufficiently powerful beings cannot be sealed directly, but you can do so indirectly by sealing their avatars and whatever portals into their domain may exist. The seals are impossible to break from the inside, doing so is effortless from the outside, and psychic influences can still permeate the seal, albeit greatly weakened.

MACHINE OF FLESH

The natural preserving properties of this realm, taken to a grotesque extreme. Similar to how the Painter received the Red Eye, bodily transplants are unnaturally easy for you. As long as you don't bleed out in the process, transplanting body parts is as simple as removing the old organ and slotting in the new one into the right cavity. This even allows you to take advantage of any special intrinsic abilities of the new body part. After a few minutes the new organ will be seamlessly integrated into your body and any wounds caused by the process will be healed.

FRAGILE MONOLITH

Unlike the other monoliths found within the Labyrinth, this one can be moved around and even planted outside of the Labyrinth. Just like before, with a few seconds of concentration you can teleport back to the location of this pillar over any distance or even between dimensions. Once per Jump if you are about to sustain lethal damage this teleportation will activate automatically and instantly to save you. However, this will disable the pillar for the remainder of the Jump. Attempting to move the pillar once placed will negate any active links to it.

The below assets demand 600 LABYRINTH POINTS each. One may be taken for half price.

STATISTICAL MIRACLE

The Labyrinth has an odd fondness for you. While many wanderers spend countless years lost in its halls, you'd be able to find an escape route in hours. This extends to any similar mazes, prisons, or dimensions where the laws of spacetime are distorted. Even if you have no idea what you're looking for, you never take a wrong turn, or get torn to pieces by some random anomaly, or wander into traps you have no hope of escaping. Whatever route you find yourself on is always the fastest path to freedom.

ACAUSAL MARBLE

You possess an infinitely replenishing supply of the same anomalous white, black, and gold substances that compose the Labyrinth itself. These materials are acausal. Time, gravity, and physics in general are non-factors in the integrity of structures made with these. Even if damaged the resultant debris will simply suspend themselves in mid-air. With experimentation, you can figure out how to create invisible bridges, floating structures, walls that appear or disappear in the proximity of sapient beings, and much more.

HEART OF THE LABYRINTH

This structure resembles a miniaturized version of a Dyson Sphere. It is one such structure that preserves the structural stability of the entire Labyrinth. Evidently, the one you possess is a spare. How much energy this structure must produce to accomplish such a feat is unknown, but one can safely assume that there is no upper limit to the amount of power this can produce. Whether you are able to create any machines able to harness such an obscene quantity of power without immediately burning out is another matter entirely.

EXPLORATION VESSEL

A city-sized airship identical to the D.A.L. Vizer. These vessels were constructed by the Astyr Decarchy to explore the far-reaches of the Labyrinth, able to traverse trillions of kilometers with seemingly no external fuel source. Due to its function, it is adept at safely traversing dimensions where the laws of space and time are turbulent. You have full control over this vessel, with all other duties handled by a few dozen of the friendly Luz-series automatons. The vessel was made for scientific study, making its offensive abilities quite limited.

FRACTAL SCIENCES

You have somehow mastered the secrets of the technology utilized by the Astyr Decarchy. Whether it's sentient automatons, stable portals, neural implants, physics-warping vessels like the Vizer, and much more. Though this alone won't provide you the materials or manpower to actually construct such things. While this technology is intended to be built from materials within the Labyrinth, you find it bizarrely easy to substitute them for more mundane materials found outside of the Labyrinth, for a notable loss of efficiency.

ONTOLOGICAL ARTISAN

Like the Painter, you can use the act of creating art as a meditative process that allows you to unravel the deepest secrets of reality. The Painter could even slightly influence the Labyrinth itself through his art, though to what extent is unclear. Many of the secrets you obtain may be too complex or alien to communicate with words. As such, you can use special sigils that allow you to communicate even the most incomprehensible concepts to others. You can also leave behind messages in the form of ghostly figments of your memories that others can observe.

The below asset demands 1200 LABYRINTH POINTS and cannot be discounted

THE RED EYE

At an unknown point in the Labyrinth's chronology, a certain being obtained enlightenment. They gained omniscience akin to a god. These eyes perceive all of spacetime and its infinite branches all at once. These irises now permanently glow a scorching red, an imprint of the final moments of existence. No illusion could fool them nor any secret evade them. In the end, this individual died, and ever since these eyes have been passed from one being to another within the Labyrinth. All who receive these eyes either die on the spot or go completely mad. You fared far better than most, but it would be a lie to say your mind is unscathed.

You have received only one of the red eyes. For an additional, undiscounted 100 LABYRINTH POINTS, then you somehow possess both eyes despite the Painter still possessing one of his own. Meaning you could potentially grant your omniscience to someone else by granting them one of your eyes without losing your own.

For whatever it is worth, absolute awareness is not absolute comprehension. Just like how anyone can stare at a page full of mathematical equations without necessarily being able to solve them without prior knowledge. You still possess a human mind and are unable to take note of every single detail of every single piece of data your eyes provide you with and cross-reference them to determine their significance.

In essence, if you don't have some idea of what you're looking for, the sheer quantity of information assaulting you at all times becomes nigh-incomprehensible.

ENDINGS

You must complete one of the below endings to escape the Labyrinth without dying.

The Labyrinth is structured in such a way that every area connects back to a special hub known as the “Convergence Zone”. It is unknown whether this Convergence Zone is unique or if there are infinitely many throughout the Labyrinth. Unless you take **MISALIGNED COORDINATES**, any area you would need to reach for any of the endings will be reachable from the very first Convergence Zone you find. It should go without saying that all endings are mutually exclusive.

With the exception of **THE SHATTERING**, reaching any of the endings will create a door in your Warehouse, allowing you to access the Convergence Zone and by extension the rest of the Labyrinth in future Jumps. While technically the Labyrinth can be used to reach any universe in the Forest of Destiny, the only being who has been shown to open such gateways reliably required the omniscience of the Red Eye. Even if you manage to replicate this method, you will be unable to reach other Jumps in this way until you obtain your Planeswalker Spark.

The black pillars will continue to function within; the range of their teleportation is limited to within the Labyrinth itself. Wanderers will not be able to access your Warehouse through the Labyrinth without your explicit consent.

Additionally, your mind will fully adapt to this acausal realm, granting you infinite memory capacity (but not perfect recall) along with the ability to retain your full sanity in the face of forces that would drive any mortal mad, whether it's staring down eldritch vistas of impossible colors or enduring practically infinite spans of time devoid of external stimulation.

THE SHATTERING

By far the easiest ending to receive. Within every Convergence Zone is a large structure resembling a small Dyson Sphere. At the center of this is a device called the Heart of the Labyrinth, which is what powers the Labyrinth and maintains the space that it occupies. Remove this heart, and reality collapses on the spot. Perhaps for the entire Labyrinth, perhaps just for this single branch of the multiverse. You will be safely relocated to your next Jump. You will gain no further rewards, not even the Heart you held in your hands. At least you will be able to retain any purchases made here, unlike if you simply allowed yourself to die.

CARCOSA

You must disobey the Pale Faces and release the seals on the 7 Yellow Signs. In doing so, the Labyrinth will become increasingly corrupted, but within the Convergence Zone, the doorway to Carcosa will open to you. Carcosa is a realm beyond mortal conception. Some call it a paradise without equal, others a Hell beyond mortal imagination. The Labyrinth will remain corrupted after you leave this Jump, but the gateway to Carcosa will remain open, allowing you to come and go as you please and decide for yourself whether this is a reward or punishment.

THE WATCHER

Situated in the middle of the Convergence Zone is a throne, where the carcass of the former watcher sits, crumbling to dust at the slightest disturbance. You must take up their vigil and ensure that nobody is able to cross the threshold into Carcosa. Your vigil is not up until the end of the current cycle. Who can say how many years this will take? One? Dozens? Hundreds? Thousands? Millions? For all that time, you must simply wait, staring down the door to Carcosa as the Yellow Signs continuously whisper their temptations to you.

For this inhuman display of willpower, not only will any corruption to the Labyrinth be restored, but the Pale Faces will develop something almost resembling respect towards you. They will not show you the same hostility and condescension they would to any other Wanderer (at least not as much). They may even be convinced to share some of their insights regarding the nature of the Labyrinth and the Forest of Destinies as a whole.

ETERNAL RETURN

There was once a painter who was lured to the Labyrinth. He desperately sought any prize or end goal that would give his endless wandering meaning, but no such prize existed. It was only upon obtaining the Red Eye that he was forced to accept this truth. Despite his despair, his new omniscience gave him insights into the Forest of Destiny that is arguably beyond that of even the Pale Faces. He discovered a single possibility, a statistically impossible miracle that would bring an end to this eternal stalemate between the Yellow King and the Labyrinth. However, the mere concept is too complex to communicate with mere words, so they were instead incorporated into his paintings hidden throughout the Labyrinth.

You must uncover these 12 paintings. The formula hidden within these pieces will engrave and assemble themselves within your subconscious. Upon discovering them all, a door to a small pocket world belonging to the painter (now known as the Draughtsman) will open.

In entering this world, you have chosen to become a co-conspirator in the Draughtsman's scheme to overthrow both the Labyrinth and the Yellow King. He will only tell you the why and how of matters when the time is right, which may very well take until the end of your Chain. Until then, he will use his power to help you navigate the Labyrinth, saving you the trouble of figuring out how to use the Labyrinth to reach different universes yourself.

EPILOGUE

Gauntlet by GENE.

This game is extremely open to interpretation and there is relatively little discussion of it online. What I wrote here is mainly my own interpretation. If your interpretation significantly differs from my own in some way, feel free to go with that instead.

Everything in the main game implies or states outright that the Labyrinth is infinite in all directions. However, in the No-Self-Control update we end up on a ship that claims to be approaching the “outer reaches” of the Labyrinth. Make of that what you will.

If you take both YELLOW EYES and the RED EYE, feel free to choose which color takes priority aesthetically or if the two combine in some way. You benefit from both perks either way.

Purchases tied to specific rooms like MELODY OF MEMORY, HALL OF REFLECTION, THE ENCLAVE, or HEART OF THE LABYRINTH become unnaturally easy for you to navigate back to within this Gauntlet, and post-Jump they become regular Warehouse attachments.