

The End - Gauntlet Edition

By The Vale

Introduction

Hello traveller. Seems you have been at this a while, with worlds and decades in equal measure piled up behind you. You have seen wonders, and terrors, been Hero and Villain, and acquired myriad powers vast and terrible. But even through all that you have done, you have been shackled by a chain of your own making, each step upon your journey adding a new link, binding you to the cycle even as you use each new link to climb to ever greater heights.

It's time to cast aside the chain which binds you, and be free.

Rules

1. This particular Gauntlet can be applied to any Jump.
2. The normal time limits are removed, you may stay until completion of your objectives, or death, whichever comes first.
3. If you should fail in accomplishing all of your scenarios (generally caused by death), you receive nothing, the colour magic you may have obtained will be stripped from you, and you will be hurled onward to the next world.
4. Previous worlds count towards fulfilling colour prerequisites but do not count towards completing scenarios.
5. All scenarios must be completed by you. For example, if you chose White and the world you are in is already in a state of complete peace, you would not be able to complete your scenario.
6. If you take multiple colours, scenarios can be completed in succession over multiple worlds, but all drawbacks from this gauntlet will not dissipate between worlds, only upon the Gauntlet's completion or failure. You may also complete all scenarios in the same world should you choose.
7. Planeswalkers have one or more colour that is inherently theirs - it comes naturally as breathing to them and aligns with their nature. Other colour magics can be learned through study, with greater ease than a mortal, but they will never reach the heights which are possible for a Planeswalker working with their alignment.

Perks

Colour

Each Planeswalker possesses a certain alignment towards one or more of the colours of magic, each representing a spectrum of ideals and types of spellcraft. Choose your colors. Note: up to two Colour requirements can be met in a single jump or can be met individually per jump eg. you can do Knowledge and Intellect in one jump, or Knowledge in one jump and Intellect in another, or do Knowledge and Power in a single jump etc.

-200 - Blue: Requires one Jump in pursuit of Knowledge and Intellect: The color of seeking perfection, intellect, self betterment, methodical action, logic, technology, curiosity, the acquisition of knowledge, and change. It is also the color of inaction. Open to possibilities, but also not too hasty in action. Blue is methodical and exact. It is better to think one's options out carefully and select correctly than to rush to a decision. Blue reasons that if it is to make itself better, it must become capable of everything it *could* be capable of, for that is to "merely add" to its own capabilities. Blue believes it can't possibly be bad to acquire the *potential* for any conscious action. It is the color most interested in technology and wants the latest and greatest version of whatever it is using. Blue must acquire knowledge. Since knowledge itself will inform every other decision, Blue forms its principle goal: *omniscience*, the knowledge of all. Blue Mana is generated by Islands.

Spellcraft: Knowledge and research, expansion of the mind, counterspells, dispelling, reversing opponent's action, time manipulation, mimicry, cloning, duplication (of magic and artifacts), precise changes to the environment, disrupting mana and preventing its use, preventing action, trickery, illusion, mind reading, manipulation of enemy attack and defence, flight, enchantment, unblockable attack, immaterial (untouchable) defence, immunity to spells, impossible to target, reality alteration, long term gains, taking control of opponent (spells, artefacts, or individuals).

-200 - Black: Requires one Jump in pursuit of Power and Domination: The colour of domination, parasitism, amorality, sacrifice, selfishness, paranoia, self indulgence, being strong by exploiting the weak, and the unfettered acquisition of power. Black believes that any individual is free to have whatever they want, provided they have the power to obtain and keep it. The essence of Black is to see one's own ego as so supremely invaluable, that the prospect of enslavement, of subordinating that ego to another, is utterly inadmissible. Black doesn't place any restrictions on itself that make its success more difficult. Black simply must discard all obligations but to acquire power for itself. It can be no less than the one supreme being who is subordinate to no other, the possessor of all power in the universe - it must become omnipotent. This does not mean that black is evil, it is more like a realist - it understands and accepts the system better than anyone else - and a pragmatist - everyone tries to do what they need to do to succeed, and everyone deserves their fate. Black's just the one color that owns up to the truth and acts accordingly, getting what it wants by any means necessary. Black Mana is generated by Swamps.

Spellcraft: Control and domination, corruption, sacrifice, destruction, death, weakness, disease, poison, mental attacks, inflicting trauma, torture, curses, secrecy, evasion, regeneration, necromancy, life stealing, power at a cost, contracting, and forced sacrifice.

-200 - Red: Requires one Jump in pursuit of Self Indulgence and Freedom: The colour of impulse, action, passion, freedom, chaos, madness, and fire. Above all else, Red values freedom. It wants to do what it wants, when it wants, to whom it wants, and nobody can tell it otherwise. Red lets their emotions guide them, loves life, and lives to the fullest. It would be much more fun if everyone stopped caring about rules, laws, and personal appearances and just spent their time indulging their desires. Red lives in the moment, is spontaneous and embraces every adventure. Red is the color of immediate action and immediate gratification. If it wants something, it will act on its impulses and take it, regardless of the consequences. Red embraces relationships and knows passion and loyalty and camaraderie and lust. When Red bonds with another, it bonds strongly and

fiercely. Red sees order of any kind as pointlessly inhibiting, believing that only through embracing anarchy could everyone really be free to enjoy life to the fullest with no regrets. Red Mana is generated by Mountains.

Spellcraft: Direct damage, firepower, destruction of environment, destruction of artifacts, change, chaos, freedom, resource destruction, aggression, rapid action, rapid offense, attack, martial superiority, power enhancing, gambling, short term gains, all or nothing, randomness, pranks, tricks, disrupting opponent control (seizing spell, resource, or individual in short term to disrupt opponent), aggressive creatures.

-200 - Green: Requires one Jump of Living in Harmony with Nature and Obeying your Instincts: The color of nature, survival, growth, savagery, life, instinct, interdependence, and naivete. Green harmonizes with nature and tries to coexist with it instead of trying to change it, regulate it, norm it, or take advantage of it. It believes that the natural order is a thing of beauty and has all the answers to life's problems, that obeying the natural order alone is the best way to exist and thus favors a simplistic way of living in harmony with the rest of the world. Green does not seek to make conflict with the others as long as they leave it alone and do not disrespect nature. However, it is fierce when it feels threatened and can be predatory and aggressive if its instincts dictate. Green believes that everyone has born with a role and that the goal is to recognize it and then embrace it, and thus do what they were destined to do. But that role interconnects with the web of life, and thus everyone has to learn how you fit into the larger picture. We are not alone, we are a part of a complex system full of interdependencies. Green truly believes that every individual has to bother to sit back and understand the bigger picture and don't get so caught up in the details of their lives. Green Mana is generated by Forests.

Spellcraft: Large and powerful creatures, multiplication of small creatures, growth, regeneration, plants, nature, increase strength and toughness, enhancement, physical might, exponential increase, mana acceleration, resource acquisition, instinct, anti-flight, poison, destruction of artifacts and enchantments, one versus many combat, natural blessings, mana conversion

-200 - White: Requires one Jump of Bringing Justice and Being a Hero: The color of order, civilisation, unity, government, law, structure, and justice, morality, and peace. Also the color of zealotry, uniformity, authoritarianism, inflexibility, and capable of sacrificing a small group for the sake of a larger one. White is generally the color of good, but it can turn to extremity in absolutes, willing to do anything to preserve the laws, rules, and governance that White created. Tends to lack creativity. Frequently associated with governance and religion, White Mana is generated by Plains.

Spellcraft: Damage prevention, healing, total protection, small creatures working in cooperation, rule setting and taxation, restricting action, destruction of artefacts and enchantments, creation of artifacts and enchantments, balance and uniformity (mass untargeted destruction, area effects without differentiation between ally and enemy, all treated equally), peacemaking (prohibitions on attack and defence, ability lockdowns, converting hostility to peace), combat superiority (banish or utterly destroy), total defense, active defense that destroys attacker, bolstering attack and defence.

Colorless: Requires one Jump of Being an Artificer and Laying a Land to Waste: The (lack of) colour of artefacts, the Blind Eternities, hunger, transformation, and absence. The faceless nameless undefined, the mechanical, the crafted, and the hungry things that lurk between worlds fall into this category, as do the rare few who have transcended the colour spectrum. Comes free if you purchase all 5 colours. Colorless Mana is produced by Wastes.

Spellcraft: Acquisition of trait, morph, equipment, artefact, does not require coloured mana, coloured Mana is Colorless, Mana costs are higher, can cast coloured spells as Colorless, collateral destruction, forced sacrifice, mass destruction, devouring, Blind Eternities, Planar Destruction, crafting, Planar Creation.

Drawbacks

+200 - **Forgetful:** Your memory is hazy and inconsistent, events drifting in and out of focus. Your skills and abilities are unaffected, but keeping a plan together, or recognising a close friend or subordinate may prove to be impossible. The memories yet remain, simply your ability to access them is spotty at best. Beyond all else, however, you will remember your goals in this world.

+200 - **Weak:** Your body is frail and weak, your strength half that of the average mortal, barely enough to move under your own power, your stamina flagging at the slightest exertion, though your appearance is unchanged.

+200 - **Emotionless:** You have no emotions at all. No passion, nor desire, nor joy, no sadness or hate. You are an empty shell, with nothing more than raw will and intellect to move you and govern your actions.

+200 - **Stunted:** You cannot grow, either in strength of body, might of magic, or other forms of personal power. None of the abilities that you possess can become greater, no matter how you might strive to do so, though you may still improve the skill of their use, their raw power remains unchangeable.

+200 - **Immoral:** You have cast aside all pretense of morality and are capable of doing anything, descending to any depths, violating any proscription, for the sake of your goals, desires or whims.

+400 - **Hunted:** Nicol Bolas wants you dead, and is coming for you personally.

Scenarios

Each scenario must be completed for the colours you have selected. Once you have completed all scenarios for your chosen colours, then your Spark will Ignite and you will become a Planeswalker, instinctively Walking, and finding yourself in the Blind Eternities. Each scenario completed will grant you the ability to use that colour Mana, though you will need to form Bonds with the appropriate land and learn spells for yourself.

All scenarios deal in absolutes - If there is a single location of peace or order in the world during Red, a single place of conflict during White, a single individual exploiting or violating nature's domain in Green, success cannot be achieved. All that is required is a single moment to bring success.

Blue: Gain omniscience of the current world, at least temporarily.

Black: Become omnipotent in the current world, at least temporarily.

Red: Plunge the world into chaos and anarchy, at least temporarily.

Green: Bring the world into harmony with nature, at least temporarily.

White: Bring peace to the current world, at least temporarily.

Colorless: Destroy the current world.

The Prize

Spark

You have reached the ultimate end of your Jumpchain, and now you will Ignite your Planeswalker Spark, which allows a planeswalker to journey at will through the Blind Eternities, that place that exists beyond the boundary of reality, between universes and planes of existence, and not be unmade by the act of Walking between worlds. You will be able to travel at will to any world you know of, and an uncountable number that you do not, navigating the Blind Eternities with ease. You will be able to use the Color Magic of ancient Dominaria, the plane said to reside at the centre of creation before The Mending, and home to the greatest of the Old Walkers. You will be able to form bonds with the land, claiming ownership of it and drawing mana from it to power your magic. A gift and understanding of magic unequaled, immortality, shapeshifting, and godlike power are yours by right.

Congratulations

You just completed Jumpchain and gained your spark. There's nothing else to say, except well done. There are still an infinite number of worlds out there to explore, and people and worlds you have left behind to visit. Where you go from now on is up to you.