Magic the Gathering: Throne of Eldraine



Eldraine. A place right out of a picture book - resplendent with calming vistas of natural beauty and pastoral bliss. Life here is simple, and calm - for most. The people of Eldraine like it that way. But more than a place of easygoing days, Eldraine is a grand stage for the most daring of adventures to take place, where anyone with a virtuous soul can claim respect, treasure, and glory…but not all tales end in glory.

Most of the realm is made up of points of light, small villages surrounded by farmland, but it is ruled over by the five royal courts: Ardenvale, Vantress, Locthwain, Embereth, and Garenbrig. Each one embodied by the nature of their related great magical item, these courts serve and protect the people of the realm and uphold their fundamental virtues.

The five courts are mostly independent states, but they are unified as one realm under the rule of the High Throne - a throne which can only be filled by one who has the blessings of all five courts as well as the wilds itself, in the form of the Questing Beast.

Surrounded by the eldritch and fey territory known as the Wilds, the Knights of each court quest to prove their virtue, to right wrongs, and protect the peoples of their Realm, all the while fey magic plays whimsical havoc with its sanctity and peace.

The collision of high virtue and high magic of all within this land forms a storm of enchanting conflict - one which you will be drawn into.

As you begin this adventure, you must choose
The Realm or **the Wilds.**
Your choice determines which set of perks you are capable of choosing from. But do not lose heart! There is a chance to have the best of both worlds. This also determines which items you are allowed discounts on. Though such things, as always, come with a price.
Either way, you may have +1000 points with which to prepare for a grand undertaking!

The Realm

You may take two 100-cost perks for free, two 200-cost perks at a 50% discount, two 400-cost perks at a 50% discount, and a single 600-cost perk at a discount. If a 100-cost perk would be discounted, it is free.

Shepherd of the Flock (100): The realm is built upon the labors of the simple souls who know that hard work, dedication, and patience is what allows prosperity and peace. You are one of these laborers - you know the lay of the land, how to best work the soil and how to best work with the domesticated beasts of the realm to feed and clothe the masses. Notably, this also lets you know when something is off - when those beans are slightly too plump to be natural, or when that bartered cow you just acquired seems to be a lot brighter and more desperate than your average heifer.

Mighty Carver(100, free seven dwarves): The faeries, beasts, and witches like to heckle society and order, deriding it as a weakening force that makes the average peasant soft and vulnerable. Laugh they might, yet walls, blades, bows and shields drive them back to their pits all the same. The might of the Realm is in those who build - those like you. Stonemason, blacksmith, wood-carver, you are someone who can work steel, stone, and metal for whatever your mind devises with great prowess.

Into the Wilds (100, free wildborn preserver): For many, the wilds are an unknown and terrifying presence, a dark forest filled with all manner of witches, beasts, and trickster fae. For others, the Wilds is simply a fact of life, to be encountered and dealt with like any other daily chore. You're one of these others, as you know how to navigate and survive the wilds far more than even some greenhorn knights, though it's one thing to know how to survive – it's another to be able to conquer the threats within.

Once Upon a Time (100): Many in the realms strive to become figures of legend, Knights who mark the storybooks with their names. However, many either do not have the courage or the sheer luck to be capable of having the adventures that allow them to show their prowess. Not a problem for you. You have a bit of luck (or perhaps enchantment?) that makes you a 'magnet' for scenarios to demonstrate your skill, events that would already occur simply shifting to be within convenient proximity to your dashing self. As for the COMPETENCE to save the day, well…that's what the rest of the options here are for.

Stay a While (100): After a while staying in the Edgewall Tavern, you've picked up a habit of being able to see the "stars" of this Realm before they fully ascend. You're good at picking out 'heroes' and knights, and adventurer types. You also know what to say to get their attention and get them listening – though what you do once you have their attention is entirely up to you.

Charming Noble (200): Aren't you something? As a member of the nobility of one of the courts, you have lead a life of being a bright young thing - full of grace, laden with wealth, and easily beloved by those who meet you. You're a beauty with plenty of wit and charm - but, you are not a knight. Regardless of your pleasant company, to truly be a star of the realm, one must prove oneself. But, being a wonderful ornament isn't that bad, is it?

The Toys Move On Their Own (200): This one is a bit of an occupational hazard of craftsmen in Eldraine, sadly. Perhaps due to a fairy's curse (or blessing), you have a habit (or talent) of having things you create become alive in some fashion, though it's difficult to control how they manifest– suits of armor walk away, puppets become real boys, furniture dances and sings, and brooms take off and fly around, and cookies become brutish sprinting idiots. Mercifully, you're also capable of commanding their love and attention in some fashion, enough to be able to have them be loyal allies and companions if you put a bit of time into understanding their new liveliness.

Merry Outlaw (200): Though the Knights of the realm are respected by all for earning their title through virtuous acts, the average commoner's opinion of the nobles is a bit less universal. There are those who believe that the nobility is concerned more with feasts, gold, and courtly affairs then enriching the people of their lands. Under a common banner, the Outlaws act against those nobles they believe hoard their prosperity from others. Regardless of your affiliation or not, you have the skills necessary to be a successful outlaw - you're nimble on foot as well as with dagger and bow, you're clever and quick thinking, and you can both enter and exit the castles of Eldraine with treasure in tow easily - though not so much that you're allowed to make mistakes and not be punished.

Paladin (200): There is one constant through those who strive to become Knights and Heroes in this place - will.

Be it the will to serve your allies and realm, the will to fight, the will to survive, the will to find what others don't know…Every knight claims their title by acting on their will. Your reserves of will are great, and you are able to channel your willpower into self improvement easily, challenging yourself in whatever ways you deem fit, easily enough to transform this raw desire into the virtues of the Realm.

Curious Intruder (200): The Wilds are vast, unpredictable, but filled with all kinds of wonders and treats for those who can snatch their dinner from the jaws of the wolf. You're one of them - trolls, witches, and wolves may see you as a delicious prey, you've learned quite a bit of what makes the shadows tick - what scents the wolves desire or the way that troll flesh withers under fire, and you can leverage your wit to not only make off with their treasures, but with some luck and pluck slay the beasts. Though, make no mistake - one wrong move or one cocksure step against something that much stronger than you and you'll find that instead of being the hero of this story, your bones become a cautionary tale.

Knight of Ardenvale (400): Ardenvale. The Court of Loyalty. Ardenvale's knights are those who have proven their selflessness and altruism, their loyalty to not only their kingdom but the people within it and their fellow knights. The Circle of Loyalty judges their heart, and if it finds them worthy, grants them the power of Silverflame. As a Knight of Ardenvale, you are capable of wreathing your weapons and your hands in holy fire - a flame that can bolster as well as heal the innocent, yet burns like the purest sunlight and vicious fire against wicked and evil beings.

Knight of Vantress (400): Vantress. The Court of Knowledge. Knights of Vantress are those who were able to scour the Realm and the Wilds for a piece of knowledge no other has brought to the wise and venerable Magic Mirror - demonstrating what Vantress considers true knowledge…not only having facts or trivium, but being capable of creating wisdom from seemingly disparate pieces of knowledge. As a knight of Vantress, you are well acquainted with Eldraine, it's history, its secrets, and the various facets of its life both in the Wilds and the realm…and your capabilities of both researching and winning battles of wits are remarkable.

Knight of Locthwain (400): Lochtwain. The Court of Persistence. Knights of Locthwain are those who have personally won the favor of the immortal Queen Ayara, elven nobility who rules over the flying castle. Ayara is not easily impressed, and those who win her favor must overcome surmounting odds without showing any sign of surrender, performing grueling and mentally challenging tasks. Those who succeed have usually gained a powerful endurance of both mind and body, and can even call upon echoes of the necromantic power of the Cauldron of Eternity, granting them enhanced regeneration and vitality as well as sapping at the life force of their enemies.

Knight of Embereth (400): Embereth. The Court of Courage. Knights of Embereth are those who have overcome the taunts, threats, and the heat of the Irencrag - a mystical stone embedded with the swords of all those who tried and failed to strike it with valor in their hearts. By striking the stone and having the courage to retrieve it from the treasure of the Burning Yard, a Knight of Embereth has the capability of calling upon their courage of sizzling flame, more destructive than the Silverflame and seemingly fueled by both the fear its wielder has as well as the fear of those it's used against it.

Knight of Garenbrig (400): Garenbrig. The Court of Strength. Knights of Garenbrig are those that have proven to Yorvo, king of giants, that they have trained their body with overwhelming might compared to their size and build - accomplishing feats such as ordinary humans performing acrobatic wrestling feats with a bear, or for a human to smash stone with their bare hands. You are one of the athletes capable of superhuman feats of strength, capable of getting into brawls with giants and trolls and coming out on top!

Giant Killer (400, discount for Knights of Ardenvale): They say that the bigger they are, the harder they fall. That's quite a bit more literal for you - you've learned how to leverage the might of larger, stronger creatures against them…how to make them lose their footing, or even evade their wide strikes simply by being right under their nose…size against you is the farthest thing from an asset, becoming something you can use to further defeat them.

Loremage (400, discount for Knights of Vantress): Knights of Vantress are highly desired for their skill with the Wild and more to the point, how to counteract the worst of its ill magics. Curse-breaking, returning transformed people and creatures to their former selves, and undoing fae contracts and oaths are your specialty, allowing you to ascertain uncomfortably permanent magical detriments and undo them…though it isn't always simple or easy. Some are as complex and involved as members of certain family lines feeding one another peaches while an old lullaby is sung, or some are even potentially lethal cures.

Oathsworn (400, discount for Knights of Lochtwain): Knights of Locthwain pride themselves on being able to withstand anything in the pursuit of their goals, but there are those who take this beyond the pale - there are those who's lingering will and endurance are such that they can fight fiercely and carry on even past the point where any other men would have died - such Knights are capable of even shrugging off even dismemberment and impalement as flesh wounds. Nothing less than tearing you into pieces and scattering your body around would guarantee that you could stop fighting- as long as you have a leg to stand on or a hand to grasp at, you can still act and move till your life force gives out.

Irenrag Feat (400, discount for Knights of Embereth): The Irencrag's power over courage and heat is often one that simply manifests in the searing strikes that its knights can perform, but every so often a Knight is something truly special. Beyond simply calling upon the flame, they are capable of mastering fear itself - stirring it in their foes beyond the wildest understanding or even transforming their own fear into focus and magical power…enough power to wield the flames and heat as if it was an extension of their own body.

Tall as a Beanstalk (400, discount for Knights of Garenbrig, free with Bonecrusher Giant): Garenbrig's knights pride themselves on their bodies, and you are certainly someone who can hold themselves with pride - you're much larger than any normal human. While Giants can easily be merely a few heads taller than your average Knight, as a human, humanoid fae or a Giant you're roughly the size of a barge - burly enough to easily wrestle dragons and even make Yorvo raise his eyebrow in surprise.

Fae-Touched(600, Incompatible with ogre errant): The Fae and the Realm are intertwined, as much as either side may clash or desire the other to simply give in. The Realm is enchanted, cursed, and spurred into action by the Wilds, and the Wilds would have no treasures to hoard, treats to spoil, livestock to devour or tricks to play if all was as when the Elves ruled in furs and wicker. You are a member of the Realm who has had their life shaped by some manner of curse or blessing of the fae, twisting your body and mind - you may purchase perks from the Wilds section of the jump, gaining an additional 400 points specifically for that section. You may use these points for an Origin, if you so wish. **You may apply discounts to perks from that section instead of this section, but you do not get additional discounts.**

Once and Future(600): The High Quest is the method by which the High King of all of Eldraine is chosen - the Questing Beast chooses worthy potential Kings to undertake a grueling series of trials, including becoming a Knight of every court in the Land. While it only happens once a generation…were the Quest to ever occur again, you would certainly be a candidate. You have a natural air of authority and royalty to your name, and your potential for the throne is superb - **You have a Discount on every Knighthood perk as part of this perk.** Were you to reach your hand for the throne, it would certainly be in your grasp.

Fires of Invention(600, 400 with Seven Dwarves): While the Knights of the realm quest, defeat all evils, and right all wrongs, there are those who find their calling in an equally important place of the Realm - the brilliant creators of treasures and weapons that shake the realm. Your mastery of magic and craftsmanship is such you could make wandering castles, stone serpents that 'drink' magic, or the servant gargoyles and servitors that act as guardians to the various lords and ladies and their keeps.

ADAMANT(600): Make no mistake. You are a hero. Within you is the potential to etch your name into the legends of Eldraine, alongside the men and women who carved the Realm from the Wilds and won the throne from the elven princes of eld. Ancient artifacts call for you, generational feuds mend under your hand, and winning the trust of fae, knight, and commoner alike comes naturally to you. The strength of your heart improves and empowers whatever amazing feats you've accomplished in your travels here in the following ways:

- **Giant Killer - > Resolute Rider**

It is no longer just the tall and mighty that fail to shake you - you are able to withstand the twisting, corrupting nature of the Wilds with the light of your soul, and in fact by summoning forth great righteousness you can create a wreath of power that actively causes further damage to mystical beings. In addition, you are capable of using the light of your soul to create a shield against the claws and spell of those very same beings.

- **Loremage - > Arcanist of the Loch**

Your special expertise in both the history of Eldraine and the nature of the Fae has allowed you to go beyond mere gathering of knowledge - discovering ancient spells to add to your repertoire, utilizing natural ambient magic of an area to enhance your own capabilities, and discovering artifacts of power hidden from the past are all within your realm of expertise, allowing you to transform your knowledge into powerful magical capability.

- **Oathsworn - > Deathless Knight**

Now this is just ridiculous. Simply put, your stores of vitality are genuinely through the roof. If Oathsworn were difficult to put down, you are (barring the use of annihilating flame or being reduced to nothing but pieces and paste) downright impossible to kill with mere blade and bow. You can heal from nearly any wound within a few moments, and your durability is such that the easiest and quickest way to kill you would have to be decapitation followed by the destruction of the head afterwards - one or the other would merely give you a chance to recover your head and place it back on.

- **Irencrag Feat - > Fireborn Knight**

Beyond flame and light, you have tapped into a power of the heart that grants you the power of the heavens itself - you can call down lightning with similar capabilities as the Silverflame, and wreathe your weapon in the same - in turn, enhancing the speed and power of your strikes to resemble that of the very electricity you call upon.

- **Tall as a Beanstalk - > Rampart Smasher**

If your strength was prodigious before, it's outright inane now. As a human, you're large enough to hold a horse beneath each arm, as well as capable of wielding ballista as a handheld weapon, shoulder tackling through solid stone walls, and breaking the necks of castle-destroying dragons with a twist of your wrist.

Realm Items

You may take two 100-cost items for free, two 200-cost items at a 50% discount, two 400-cost item at a 50% discount, and a single 600-cost item at a discount.

Shining Armor (100): There are those who prefer their heroes in dented and beaten armor, showing endurance and survival. But the people of Eldraine adore a knight in gleaming chain and plate, a heroic figure fresh and ready to fight. You have a set of durable armor, shimmering and ever-cleansing, capable of repairing itself in minutes after taking a hefty blow and self-polishing to a mirror sheen. You might even be able to dazzle someone with such a flashy display…

Clockwork Servant (100): Vantress is renowned for its mystical prowess and great amounts of knowledge, and one example of this is that Vantress is a source of animated servants - this one included. A cute little clockwork automaton about 5 apples tall, it is capable of cleaning, arranging furniture, and fetching items that are within their reach for you, steadfast and eager in their every movement.

Bewitched familiar (100): The Wilds' four legged denizens hold greater wisdom than can be guessed at, and it's not out of the question for one to take a particular interest in humans. You're included - a magical version of a mundane animal has joined you, using its natural instinct for navigating strange and fae environs as well as its ability to hide in plain sight to effectively assist you…and if it were to be slain, it has a bad habit of coming back the very next day.

Weapon Rack (100): A common sight on the Burning Yard of Embereth, this rack contains a number of well made weapons of dwarven design, swords, axes, spears, and lances aplenty, each weighted and reinforced enough to be capable of bringing even tough hide low with a strong enough blade hand.

Lucky Clover (100): The superstition in Eldraine is rarely unfounded - so when you discovered this little trinket, it was clear that there was something special at work. It's nothing that could be fully attributed to magic, but while having this charm on hand, you'll notice that you tend to have a better change of getting out of dangerous situations and living to tell the tale - not quite enough that going up against the fae-cursed king singlehandedly will end well, but encounters with badgers, bears, and redcaps will usually end with nary a scratch, rather than lost limbs or eyes.

Idyllic Grange(200): Eldraine is notable for its pastoral beauty and fecund land, so it would be a shame if you would leave here without a bit of it to take with you. From here on out, you'll find in any world you visit, a bit of natural arcadian beauty set aside for you - simple, barely developed, untouched land, ripe for planting and harvesting.

Vantress Gargoyle(200): Castle Vantress has little in the way of locks, but what it does have is the cleverness of its Archmage and loremages to rely on. A product of brilliant artifice, the Vantress Gargoyle is a simple yet effective defensive measure. Alert, with stony hide and the strength of 5 embereth knights, it has a simple mind but is loyal and able to follow commands to the best of its abilities.

Steelclaw Lance(200): The Wilds bring their own problems. While many assault the mind and heart, a distressingly great many of them are caused by the fact that the Wilds encourages uninhibited growth, leading to massive hulking creatures with great amounts of natural endurance and vitality.
This is a bit of a dark design to handle such problems - a lance that terminates in a seemingly innocent odd cone, but is enchanted to spring out and twist and churn when embedded in a foe, forming a dark spinning claw in the very depths of a monster's gut.

Brimstone Trebuchet(200): A weapon of dwarven design, the Brimstone Trebuchet was created to harry the attacks of griffon, faerie, and wyvern by a devilish idea. While aiming is often difficult for a moving target, why not let the target come to the projectile? The trebuchet launches special ammunition that will be produced by a small forge at its side, which detonates mid-air when launched - creating a hellish storm of flaming stone and blistering smoke, enough to send weaker fliers to the ground and cloud the eyes of even dragons.

Wandermare(200): A good steed will lead you to glory, but a great steed will take you home. There are those who think the other way around, but you know the truth of it. This is a fae steed, a powerful horse capable of navigating the landscape with great amounts of courage and speed, being able to ride from one end of a court's lands to another within hours. If slain, it'll reform the next dawn hearty and hale.

Mace of the Valiant(400): Eldraine's weapons are often infused with the same kind of honor as its knights, with this Mace acting as an example of what simply carrying the light of hope during your battles. This mace wreathes itself in the flame of the Circle of Loyalty, the silver fire's strength becoming greater the more of your allies are alongside you, at a maximum of 25 allies. When you reach the pinnacle of this weapon's might, even being able to see the blazing beacon of its might brings succor to the innocent and fear as well as pain to the wicked.

Mystic Sanctuary(400): Loremages and wizards in Eldraine find that the waters of the Loch and its isles give an odd sense of focus - a lake with the same focus-intensifying properties now awaits you in every world from here on, providing a place of calm and magical power, allowing you to easily research new spells or recuperate your magical abilities.

Shadow steed (400): A good steed will lead you to glory, but a great steed will take you home. But the best steed can do either from even the depths of the wilds. You now have a powerful raven-like faerie beast as a mount, capable of taking high into the sky and having a keen sense for how to best escape danger, even if it takes…somewhat harrowing paths to get there.

Tournament Grounds(400): The Burning Yard of Embereth this is not, but only by lacking an Irencrag. This field is equipped with all manner of tents, facilities, stables, armories and is large enough to not only train more than a hundred knights, but also allow them to hold ritualistic combat sports to prove their prowess and training, and is now your property, following from world to world alongside you.

Folio of fancies(400): Story and song are vital to the spirit of the Realm and Eldraine - from tales of noble knights to campfire tales of grisly demise to the simple sonnets of young love, these shape the paths of those who walk the Realm, giving them guidance. However, stories are etched into the very soul of the world - animals performing fables, fae enacting courtly romance even far from castles. This book not only contains a set of the stories only Chulane could amass, but as you travel will 'read' the world's heart and communicate its legends and tales to you in a flavorful manner, befitting a tome of Eldraine - allowing you to understand the magic and mystery of the world around you.

Silver torch(600): The Circle of Loyalty's silver flame is said to be carried in the hearts of all those who are deemed worthy of it, but this small trinket goes a bit further. This torch carries some of the essence of the Circle of Loyalty, allowing it to act as a mobile, miniature version - while its power cannot match the Circle right away, as more people carry the silver flame in their heart, the stronger the power of it becomes. This allows you to grant the power of "Knight of Ardenvale" to those who demonstrate loyalty and strength of heart.

Arcane signet(600): Once a simple drop of water, it became something much greater due to the power of the Magic Mirror. This signet ring has an echo of the Mirror's power, giving it a nascent intelligence that can perfectly recall and even create knowledge through induction and deduction…a brilliant keen mind that only asks for more data to gain further wisdom. In addition, the Signet is capable of creating Mirrormade constructs, using mana to 'mimic' spells and creatures it sees, though the verisimilitude of these constructs requires more mana to ensure they're good copies - mana it can gather over time from the ambient energy of the land around you.

Roving keep(600): Castles are a constant symbol of the Realm and its mightiest creation, massive bastions against the wilds and havens of safety. While you are not in possession of a place quite like the legendary courtly castles, you have one that's…unique. A massive stone keep with all the amenities, this castle also has the ability to move on its own - while somewhat

lumbering, it can get up and walk, even potentially fighting off an invasion, with its size and might capable of beating down powerful dragons on its lonesome. The only thing to keep in mind is making sure you and your belongings are…secure before you decide to relocate.

Irencrag Shard(600): The Irencrag's heat and endurance is legendary, a massive dark stone, and with its great stores of fae magic can even bless the weapons of those who show great courage in striking it and then removing their blade as it heats in their very hands. This is a much smaller shard of the stone, only about the size of an anvil, but it still carries the power of the Irencrag with it.

Much like the Irencrag, it is capable of testing prospective knights, and granting them the power of the "Knight of Embereth", and in addition, if you were to leave a blade here for long enough, you could easily ensure that it became a powerful flaming blade, a named weapon worthy of a hero.

Hengestone(600): The Great Henge is a mysterious artifact, and even one of its stones can channel the raw wild magic that courses through it - a stone now in your possession. This large stone is difficult to move, but those with skill and magical talent can tap into it for a wealth of unrefined, raw mana to use for whatever you deem fit - with the stone's aura also invigorating the body and spirit of those who are around it for long enough, making them healthy and strong.

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The Wilds

You may take two 100-cost perks for free, two 200-cost perks at a 50% discount, two 400-cost perks at a 50% discount, and a single 600-cost perk at a discount. If a 100-cost perk would be discounted, it is free.

Wild Races

Clever thing(0): The Wilds are, above all else, a place of wilderness and untamed growth. As such, one of the most common denizens is in fact wild animals - foxes, wolves, geese, and wolverines - another being animated objects, such as living suits of armor or even awakened gingerbread mean! Of course, being denizens of the Wilds, they tend to have a few advantages over their more mundane counterparts. For one, they tend to be man-sized, or at least big and physically mighty enough to be capable of tearing a peasant apart if they were so inclined. Another is that they tend to be…oddly attuned to the magic of the Wilds, capable of channeling it in natural, instinctual ways - from laying golden eggs to simply having odd growths. These will be represented as part of Wild Twist.

Raging Redcap(0): The Redcap…mischievous agents of chaos, these goblins have their hair dyed red with the blood of their prey, they only desire to redden their caps and bloody their blades, launching attacks into the realm

with vicious and underhanded tactics, making them a constant enemy of the knights of the realm.

Wildborn Preserver (100) The princes of eld, the elves are most home in the deep forests of the wilds. They are adept at hiding among the trees and attuned to the mana of the forests.. Due to their innate connection to the natural world, elves often patrol the forests as rangers, archers, scouts, and druids - some still hold bitterness over the loss of their lands to the humans, while others simply keep to the Wilds where they are not hampered by the Realm's laws.

Wishful Merfolk (100): Compulsively curious, the Merfolk are obsessed with learning all they can, occasionally to the brink of murder and madness. Merfolk hoard secrets and lord them over others. As a result, little is known about merfolk origins, customs, or magic - only that they are potentially some of the wisest beings in the land, though that wisdom is only important to them as a treasure to hold above others. They are capable of moving quickly in the water and can hold their breath indefinitely.

Seven Dwarves (200): Dwarves are renowned for their sense of industry and the care with which all craft they perform is taken - the act of crafting is the highest act in dwarven society, so they are focused around the control of natural mineral resources and the dignity of work.

Faerie Vandal (200): The faeries of Eldraine are rather diverse, but most of them can boil down to being tiny to small humanoids with or without wings (unless you have Wild Twist, assume the latter) that adore trickery, thievery, and occasionally guide humans - to their doom or salvation is based on whim.

Bonecrusher Giant (200): Natives of Garenbrig before it was considered part of the realm, giants are incredibly large humanoids and possess magical strength that goes beyond even what their great size would suggest - some honor the realm and its search for virtue, while others deride anything beyond strength as senseless frippery.

Barrow Witch (400): Witches are warlocks who have forsaken the Realm and turn to dark powers to fulfill their desires, rejecting their connection to humanity in the process. They are seen as cruel, taking pleasure in cooking innocents into pies, twisting the minds of noble knights and wiping villages out in a single night with a vile hex. However, they are also known to be a sense of perverted justice in the world, cursing those who lack virtue and offend them in ways that allow them to make amends - giving them a chance to redeem themselves. However, the Realm rejects them regardless.

Opportunistic Dragon (600): Dragons. One of the most intimidating and iconic symbols of the Wilds' ability to strike at the realm. A dragon is

sometimes a challenge for knights, and sometimes the end of a borderland keep, but it is never something to underestimate, wielding strange and majestic natural strength and power capable of robbing princesses and scorching towns alike.

Wild perks

Pathlighter (100): Subtlety, curiosity, and wonder are fantastic tools for guiding wanderers…tools you're well acquainted with, as you now know just how to leave tantalizing clues and mysteries to mislead unwary humans - a small light here, an out of place cookie here. For good or ill, you can easily meddle and send traveler all manner of direction.

Artful Provocateur (100, free Faerie Vandal): Trickery, misdirection, and incitement are the tools of Deception. Prankster fae like you are able to cause mischief with cleverly chosen ploys and words, knowing how to sow chaos expertly with bold pranks and games that can send those humans scattering in confusion and panic!

All that Glitters (100, free Wishful Merfolk): Treasures to hoard, treats to nab, and secrets to steal are all stock in trade for the Fae. You are one of the most meddlesome types, capable of sniffing out gold and spell easily with an inquisitive mind and quick hand…you're also not too bad at theft either. Gold, magic items, and tomes seem to fall into your lap.

Blow Your House Down (Free Opportunistic dragon, 100): Walls and doors, the ever so loyal shields of peasantry and noble alike. Wood and Stone are all that remain between them and the wolves - while meager feral animals may scratch at these, you care not for their feeble shelters. With a howling cry, you are capable of rattling stone and wood, and striking fear into the hearts of humans who hear you - weakened or ramshackle buildings may even collapse of their own accord.

Witchstalker (100, Free clever thing): Justice exists in the woods, in its own way. While wicked magic may be afoot, there are creatures that seek it out, finding it tasty and appealing - you are one such, capable of using your senses to detect 'dark' magic, be it actually evil or simply odd and mysterious.

Generous soul (200, discounted Wildborn Preserver): Uninhibited growth and boundless flourishing are key traits of the Wilds - traits you know how to encourage in untamed nature. You have minor magics that invigorate the growth of plants and animals - though animals enhanced this way get an appetite to match, often, requiring a great deal of food immediately after proportional to the scale of the growth.

Hypnotic Sprite (200, discounted Faerie Vandal): Faeries are synonymous with the term "glamour", a form of illusion with great amounts of whimsy and 'flash' - you are capable of weaving these magics, creating illusions over your form and over objects - fairy gold is a term for a reason, after all.

Piper of the swarm(200, discounted Barrow Witch): You have a way with song. You know how to call to creatures with a song and dance in your heart, either making birds sing and fly along…or perhaps calling rats to your side. It could even work on children or simple minded villagers, while this only works on the weak minded to an extent…if it has ears, it'll dance to your tune.

Wild Twist (200, Purchasable Multiple Times, 4 purchases free with Opportunistic Dragon): The Wilds' denizens are known for their strange, powerful, and odd natural gifts. While an exhaustive list of these gifts is for another place and another time, a few stand out examples include massive man-shredding jaws that bite, curled armor-piercing claws that catch, natural toxins that can kill 3 men to a spoonful, firey breath enough to reduce a knight to ash, and wings allowing you to take to the air.

Insatiable Appetite (200, discounted Bonecrusher Giant and clever thing, Free Opportunistic Dragon): Dinner is dinner. Those who are picky in the Wilds may find stony hide and spiky bark to be a bit much to chew on. Luckily, you pick the plate clean - you have the ability to actually CHEW most things, for one. Indestructible metals such as the off-world Darksteel may prove difficult, but pretty much any mundane material can be chewed, swallowed, and digested…for minimal value depending, but even simply swallowing dirt and stone allows you to live on with your new sense of palate.

Hushbringer(400): Those who make it a point to wander the woods best respect their manners and be sure to say please - otherwise fae folk like you may simply teach them silence the hard way. You are capable of spreading a field of 'silence' around you, quieting the light of the soul, of magic, and even simple sound. While magic and abilities far, far beyond your reach may break the silence, even against worthy foes you can expect for their incantations simply to vanish into a loud silence.

Frogify (400, discounted Faerie Vandal): The archetypal faerie ability, and one favored by witches quite as well. You are capable of casting a spell that transforms something into a different form, often a human into an animal, but there are stories of those who transform animals into human or faerie forms…While it's possible for willpower alone to shake off 'permanent' transformations, those with ways to transform back (such as by giving a long apology or true love's kiss) are much harder to resist, with more 'tangible' cures being harder to resist even for powerful loremages.

Reaper of Night(400): The darkness of the swamps and bogs of the Wilds holds one of the most feared forms of that which lurks beyond - the Specter. They're thought to be one of the various creatures Witches form pacts with, and you have the nature of a Specter with you…capable of interacting with shades of the slain, spiritual entities born of a strong emotional tie to the world of the living. You are capable of also absorbing their spiritual energy as mana, or in turn even absorbing the same from the living with your shriek - though it's a slower process and one that can be blocked by covering your ears.

Ferocity of the Wilds (400, discounted Raging Redcap, Opportunistic Dragon): Power. Devastation. The ruination of all that loves peace and tranquility - the Wilds at its core tears down and builds anew…but first it must destroy. You have an odd strength - while you of course have superhuman strength as part of this, the true source of your might is simply that it is amplified against 'orderly', that is to say that your physical strength seems to become much grander when aimed at tearing down settlements, structures, and thwarting authority - the more entrenched, the harsher your blows sting.

Seasonal Spellcraft (400, purchasable multiple times, Discount Wildborn Preserver, Barrow Witch): The natural magics of the Wilds tend to manifest in some notable ways, one of the most common is magic reflecting the cycles of nature - day and night for one, but another is the four seasons. You have the blessing of one of the seasons - Spring granting nature magic that allows for you to control vines and tall grass and coax mana from natural growth, Summer granting heat-generation as well as allowing you to have yourself or others enter a 'blood haze' berserk trance, Fall giving the ability to conjure feasts, manipulate and change the colors of leaves as well as the summoning of spirits and scarecrow constructs, with Winter finally giving you snow and ice creation.

Ogre Errant (600, 400 for Bonecrusher Giant and Barrow Witch. 200 for Seven Dwarves and Wildborn Preserver, incompatible with Fae-Touched): The Fae and the Realm are intertwined, as much as either side may clash or desire the other to simply give in. The Realm is enchanted, cursed, and spurred into action by the Wilds, and the Wilds would have no treasures to hoard, treats to spoil, livestock to devour or tricks to play if all was as the Elves ruled in furs and wicker. You are a member of the Fae who has demonstrated virtue and changed your ways. You may purchase perks from the Realm section of the jump, gaining an additional 400 points specifically for that section. **You may apply discounts to perks and items from that section instead of this section, but you do not get additional discounts.**

Legendary Beast (600, incompatible with Ogre Errant, 400 for clever thing): There are some wild creatures that attain the status of an individual myth even within the Wilds, such as the ever-venerable Questing Beast. You have attained the ability of such a creature, becoming one of the following legendary forms of Fae.

Harmonious Archon: You gain a pair of luxurious wings, and can take a goat-like form with an 'equalizing' aura in terms of physical capabilities - giving normal people the strength to shatter bears with a punch and having super-powerful beasts slowed and dulled in instincts enough that there is a sense of fairness to physical confrontations, though some gaps cannot be bridged… A dragon and a barehanded human may have a more 'fair' fight beneath your light, but it won't be an easy thing for the human regardless, and any mistake for them is lethal.

The Boojum: Illusion and madness are a tangible force in the realm of the Wilds, and the Boojum is able to utilize it almost naturally - the Boojum is capable of sending the weak willed or unsuspecting within reach of it into a mental maze, leaving their bodies comatose as their minds fight to awaken from the reverie…and what's more, the Boojum is capable of escaping into this maze and hunting their prey from there! Though, a strong minded person or those with great virtue may be able to break through the maze quick enough to deny any openings in a fight.

The Deathless Wolf: Fear. Death. Constant companions of those who live on the border of the Wilds. You may not necessarily be a powerhouse - one of your only 'real' abilities normally is to meld into and energy from the shadow…it's what happens when your body is destroyed that makes the fear eternal. One of your teeth will fall into the ground, this tooth being your essence. If it is destroyed, you have been slain - your very being scattered out. But until then, the tooth will feed on the fear of those who know your story - the anxiety of the survivors will nourish this tooth until it reforms you whole to terrorize once more.

The Jabberwock: Violence. The Wilds is red in tooth and claw, and you are one of the apex beasts of its legends - with eyes of flame and a vicious spirit. You are so in tune with violence that you are capable of making strikes upon your enemies without even moving your body - your desire to kill manifesting as a gaze which 'strikes' without striking and gestures that carry your attacks on the wind, allowing you to reap through the weak with almost bone-chilling ease.

The Faeburrow: Growth, flourishing and verdant. You are a forest unto yourself, with an oddly maze-like 'interior' made of wild woods, strange creatures, and whatever fauna and flora you cultivate within. You are capable of 'manifesting' the creatures and plants within you from your very body, and what's more you can attempt to bring creatures within your inner forest - a maze that can be escaped with courage , or simply powerful magic.

In addition, damage dealt to the inner forest is reflected upon you…so perhaps a Knight of Embereth may not be the best prisoner.

Steelbane(600): Blades, bows and shield. The people of the Realm lean upon their artifice, their magical treasures, and their weapons to protect them. All are just scrap under your hand. You are capable of chewing through steel and gems with your teeth if you already couldn't, and what's more, you can 'absorb' the power of magic artifacts and iron to enhance yourself, with the raw materials giving you stronger skin, muscle, and bones while the enchantments upon them become raw mana. With enough honing of this technique, you could even 'drink' the existing blessings and curses off of others to transform into mana.

Witch's Vengeance (600, 400 for Barrow Witch): Witches may not necessarily be as good at transformation curses as the faeries…well, they're an absolute master at nasty, nasty spells. The three main uses of their particular brand of witchcraft are mystical mind-controlling geas spells, death curses, and blight spells. The first two are what they sound like, but have a few caveats. While they can affect multiple people at once, the more 'broad' the curse, the weaker the effect is. If you simply cursed a particular individual to death, he would begin to rot away as his soul was ejected from his body, with only a bright and truly virtuous soul perhaps resisting it. Cursing a family would put them all ill to the brink of death, while a village-wide death curse would seem to the untrained eye as if a plague had swept through. Doing either requires something of the victim or symbolic of the victim as a focus for the spell. Blights merely poison water and earth for a time - rendering it sickening and barren. Finally, you are capable of replicating the effects of "Frogify" and "Hypnotic Sprite" with potioncraft, using strange materials to brew philters that will shape the senses and body.

Brazen Borrower (600, 400 for Faerie Vandal): The faerie are consummate thieves, but this goes even beyond that. Simply put, you are capable of using a magical process to 'steal' attributes from people, a process that can be resisted with a virtuous heart, but catching them off guard is likely to make it an easier attempt. - these attributes can range from as meager as a hair color to abstract as their love or their voice - allowing you to keep it in the form of a physical trinket or use the stolen attribute yourself. There may be some method for the stolen object to return, as fae magic tends to leave these riders…but of course, a clever thing like you knows how to cover your tracks, right?

Wild Items

You may take two 100-cost items for free, two 200-cost items at a 50% discount, two 400-cost item at a 50% discount, and a single 600-cost item at a discount.

Fae Offering (100): Faerie gifts are a well known phenomenon of those wandering the wilds - often some sweets, gold, and cryptic poetry that gives

some hint to the environs. You now can find these gifts anywhere you go, occasionally showing up when you most need them.

Glass casket(100): A crystalline case, this casket is see-through…but not intended for corpses. It is instead meant to keep the living in a slumbering faerie sleep, allowing one to stay in a safe state of ageless stasis, especially if they were ill or cursed - a way to keep them safe until their true love comes to save them, presumably.

Witch's oven(100): A wicked-looking stone oven, it uses a mystical green fire to instantly cook and prepare whatever ingredients are put inside to a perfect temperature…living ingredients are instantly transformed into scrumptious food, and the flesh of humans and fae provide the most wonderful meals this oven can produce.

Rosethorn halberd (100): An enchanted spear created from druidic magic, this spear has the unique feature of being counted as 'part of your body' - training your strength makes the spear more effective, and what's more, it shifts to be usable by any form of creature, from the humble fox to the grand dragon.

Sorcerorous spyglass(100): A simple spyglass, this piece of artifice is a wonderful tool for treasure hunting, as it allows for you to 'see' magic and enchantment physically in the form of sparkles, allowing for faster and more efficient artifact and magical gem hunting.

Giant's skewer(200): Dinner is often on the minds of the inhabitants of the wilds. As horrific as it sounds, this weapon is meant to solve the issue of "killing" and "cooking" your two-legged meal at the same time. A simple yet hefty spear, it has been enchanted to grill and cook whatever it lances through, heating up and 'cooking' whatever pieces of the unfortunate prey it's used on as they're being lanced through!

Spinning Wheel(200): A seemingly mundane wheel used for spinning yarn, this wheel has one or two enchantments that cause it to be something more than a mere spinster's tool - for one, the thread it spins becomes golden. For another, the needle on the wheel puts whoever is pricked by it into a deep slumbering curse…for whatever purposes that would be put to, obviously.

Witching well(200): Created by a witch in Lochthwain, this fickle sentient well has the abilities of the "Frogify" and "Seasonal Spellcraft" perks. It is also a rather intelligent artifact, but its personality is mischievous and a bit petty…still, its water can act as the cure to any curse cast by "Frogify" and by flattering or cajoling the artifact it may use its power and knowledge to your service.

Crystal Slipper(200): A strange pair of shoes created by a fairy guidemother, wearing these shoes gives you a strange fae speed, capable of outrunning warhorses at gallop and a kick that'd send the same horses flying off their hooves! They're also rather durable, compared to how you'd expect glass slippers to be.

Gingerbread cabin(200): Deep through the woods, and wherever you go, you'll find a bit of unique property that is yours to make use of. It's a gingerbread house! A bit of witch's magic is used to ensure that the food is above all edible - repelling pests, maintaining freshness, and purifying the gingerbread and icing of this candy house to be both constantly repairing itself and to be delicious. In addition, you'll find that the cabin is home to continuously 'awakening' gingerbread men. While a mischevious gremlin-like band of creatures, you can rely on these gingerbrutes to go cause havoc wherever you point them.

Witch's cottage(400, free Barrow Witch): Witches require…odd materials for their potion work. Festering Newt, bubbling cauldrons, all manner of herbs, poultices…well, this cottage has what you need. The only ingredients for the spellcraft necessary for "Witch's Vengeance" you would need to hunt down are the ones that require two legged materials - fresh children's bones is a popular one, for some reason…

Gilded Goose(400): A singular being among the natives of the Wilds, this goose has feathers burnished gold and lays golden eggs - eggs solid gold shells with a delicious yolk that invigorates your body's stamina and restores mana! Of course, letting the eggs hatch may result in having more geese…so, perhaps practice patience?

Enchanted Carriage(400): Another product of the Faerie Guidemother, this pumpkin-like carriage is almost self-propelling (only requiring the help of any living creature, even mice, to 'guide' where it goes) and can move from nearly the edge of Ardenvale right to its castle and back within a night…it's rather sturdy, able to survive the high speeds it moves at and any unexpected bumps!

Dwarven Mine(400, discounted seven dwarves): Dwarves value a good, thick vein of rich minerals - and they'd certainly give a low whistle of appreciation to come across this cavern that follows you from world to world, rich with rubies and already prepared with a number of forges and facilities to work the metal and gems you find in this cave! The mine itself goes on for miles, and possesses both precious metals and base metals useful for smithing.

Sorceror's broom(400): Created once by a mischevious "king" among the faeries, this broom-resembling golem has a simple yet potent enchantment. When exposed to magic and given the order…it can replicate itself, consuming mana to do so. Given a big enough source of mana…well, it truly could be an army to sweep your enemies away, wouldn't it?

Fabled Passage(600): They say the Wilds can act as a route to anywhere in Eldraine…what they scarcely know is that were it not for the Blind Eternities, such a place of wild magic could genuinely lead anywhere. This is a faerie gate, a portal in a strange yet tranquil pond that can act as a crossroads across the entire plane - while the route itself may not be direct, as you can expect this passage to send you the 'scenic' route, through this strange tree-like portal, you can explore not only Eldraine but eventually in other worlds any manner of world - the gate acting as a way to access the local multiverse of wherever you go, and as a strange subspace to wander the world aimlessly.

Command tower(600): The Tower has a special place in the Wilds, a powerful symbol of expertise in magic and the arcane. This forgotten wizard's tower is filled with all manner of secrets and knowledge, giving laboratories and archives to study and learn the magics of "Seasonal Spellcraft", "Witch's Vengeance", "Frogify", and "Hypnotic Sprite"…though it would take a brilliant mind unto an Archmage to break the ciphers and wards on all this knowledge. Beyond that, it is a magically protected tower that holds all that is needed to plumb the Arcane.

Wishclaw talisman(600): They say to be careful for what you wish for, as you might just get it. This talisman was created as an object lesson in the wishful, greedy nature of humanity by a particularly nasty witch - a monkey's paw that can be wished upon and use its great power to grant the wish, being capable of **using any ability on the Fae or Realm list to accomplish these goals, and even the creation of items similar to the ones in this item section as part of this.** The only catch is that the Talisman is sentient, able to judge the nature of these wishes, and after every wish it will find a new master somewhere in the world to serve, vanishing from sight. The nature of the master they find is based on their previous master's wish - a wicked selfish wish sends it to someone who will retaliate against that evil, while a sweet or normal wish finds another master with a good heart. This wishing artifact could either cause a plague of darkness across the land, or a run of good fortune and goodwill to all of Eldraine…the Witch's test has begun, Jumper.

Malefic scyche(600): Created by sealing a Specter into a harvester's scythe, this blade has a very straightforward power - it is infused with the power of "Reaper of Night", absorbing souls from those it cuts down, and becoming more sharp, more keen, more willing and able to do violence. At the height of its power after absorbing at least a hundred souls, it is equivalent to the "Jabberwock" in its capacity for violence - slicing without being swung.

Forever grail(600): Locthwain's lost treasure, the Cauldron of Eternity, has been in the wilds for as long as anyone living can remember, save for perhaps Ayara herself. This is not the Cauldron, as the Cauldron could remove curses, restore youth, recuperate mortal wounds, and even revive the recently dead to fully living beings. But this is a treasure none the less. This grail has the capacity of a soup bowl, and has a shimmering liquid eternally filling it…this liquid is capable of restoring the youth of whomever drinks it to the prime of their life, and in addition is a potent source of necromantic power, capable of giving the necessary mana to perform some of the restorative and necromantic magics of Locthwhain.

Companions

On an Adventure(100/200/300): Allies and friends are great things to have…so why not pick up a few while you're here? For 100 points, you can create or import two companions with 600 points to spend here, each one can pick either from Wilds or from Realm. For 200 points, you can create or import 8 companions, and for 300, you can import as many companions as you like.

Happily Ever After(100/200/300): Eldraine is host to famous knights and potential heroes alike…perhaps you may want them to join your wild quest? As long as you are able to convince the individual to come with you on a journey across the planes, you may take them as a Companion with this option! For 100 points, you may attempt to approach any well known character in Eldraine, though not any of those who rule it - perhaps you wish to quest alongside Syr Eleanor or Syr Alin. For 200 points, you may approach someone on the level of a ruler of the realm, or perhaps a famous figure in the Wilds - maybe you wish to train under Yorvo or see what chaos Alela can cause in other realms. And finally, if you wish to approach a figure who has walked these lands with a Planeswalker spark such as the Royal Scions (who count as one for this option), Garruk, or Oko, you may pay 300 points for the privilege.

Drawbacks

Trapped in the Tower (+100): You have begun your journey in a most precarious spot…you have been captured by a witch and stuck in a high tower, with no doorway down. A drake comes by every so often to provide food and water, which might provide a clever hero a way out…

Revenge of the Ravens (+100): You may have made a mistake in angering that witch. While she could have made a great deal worse curses, being hated by small birds and animals is no small amount of trouble - expect the fowl to harass you when they get the chance, pecking incessantly, or for

badgers and other foul-tempered creatures to take their chances at mauling you for your crimes.

Redcap Melee (+100): The Redcap is an unfortunate beast - brawling, violent, and unpredictable. Unfortunately, you attract them as flies to honey. Even as a fellow Redcap, you can expect to be involved in their howling combats and scratched or stabbed by their wild strikes, with a variety of other fae-enhanced beasts tamed for murder on your tail.

Stolen By the Fae (+200): The Fae are prone to…misplacing travellers at their whims. Unfortunately for you…You're their favorite toy to mess with. Expect to be whisked to the depths of the wilds if you're not vigilant, or from one end of the realm to another - and nothing says that attempting to return to the Realm isn't an adventure in itself.

Taste of Death (+200): There is little more satisfying in this world than a nice meal, be you a pie-stealing fae or a hard working farmer. But a person like you is unwelcome even in their own home - you are insatiable, with the appetite to easily devour an entire banquet and the guests to boot. While you can keep this hunger under wraps - it isn't lethal, you just feel compelled to eat delicious food on a whim - it is a demanding beast. Magical foods or the flesh of sapient or powerful magical creatures can sate it for a while…but even that isn't a guarantee to stave this curse off forever.

Mirror Made (+200): The Magic Mirror is known for its ability to create odd and strange artifacts from water and reflection…and one of these reflections is of yourself! While it doesn't have your abilities inherently - only having whatever it looks like you would be capable of physically, such as having flight with your wings and your powerful claws - it does have a strong idea of what you know and can mimic your identity. It also has a hunger for taking your place, and will maneuver your allies against you or manipulate your image and attempt to oust you as the true self, hoping that your death will allow it to be a true person.

Curse Magnet (+400): Curses are a favorite tool of the Wilds…transforming into cows, turning into pumpkins, enchanted eternal slumber, even lethal curses such as those the Witches of the Wilds can call upon…and you unfortunately seem to be a favorite testing ground for them. Faeries are compelled to hit you with any inventive curse they can come up with, causing all manner of havoc - be it that apples fly towards you in an attempt to bean you in the head, mind control, or even a slow-acting petrification. Mercifully, no curse laid upon you will be irreversible, nor will they immediately be life-threatening or life-ending. Petrification will be over time, transformation into a mindless beast will be a slow-acting process…the chance to reverse the curse is always in your grasp. But you'll have to stay on top of it.

The Cauldron of Eternity (+400): The quest for the Cauldron is a byword for a near impossible task that is carried out regardless. In other worlds, it would be called a Holy Grail kind of endeavor. Many brave knights have attempted to return it to Ayara, but none have prevailed.
This important to note, as now your goal is to find it - you are under a death curse that, if you do not drink of the Cauldron before your stay here ends, all is lost and you will perish. Can you succeed where almost all of Lochthwain's champions have failed?

Covetous Urge (+400): This…is a dangerous one. You want the crown. You want power. You want it so bad you're willing to do anything for it. But it is that same very urge that will rip it from your hands. Simply put, your ambition has skyrocketed, and in this land your willingness to kill and sacrifice for your own gain will quickly earn you the title of villain, and what's worse…every single power gained from the Courts is effective against you for it, with silver flame ignoring your durability and courageous lightning striking to your core. In a land where virtue and nobility rules, you have chosen the path of villainy, and the strongest artifacts in the land now grant their chosen the tools by which to dismantle you.

Banished into Fable (+600): This is very, very bad. You have been cast into the realm of stories - Jumper, you are not real. While you are able to act as a story and travel the realm of books and legends, your actions changing the narrative and the way it plays out, you must not remain in fable for long. If your journey here ends while still trapped in the realms of story, you will remain in Eldraine forever - either having escaped too late or remained a fairy tale. Luckily, there are ways to exit the realm of fable into reality. For one, being summoned by a loremage will allow you to escape and be free. However, the stories of Eldraine do not take kindly to breaking the fourth wall, and so you must find a subtle way to communicate a ritual to rescue you.
You may also attempt to detour through the deepest and most dangerous parts of the Wilds - they say that entering the Wilds in a tale may end with you in the waking world, and vice versa. Lastly, there is a much more symbolic way of entering the realm of reality - fiction can inspire reality, and if someone in the waking world truly embodies their vision of you from the tales in action, deed, and heart, you may truly be brought into reality by their conviction in your idea, manifesting physically in the heat of the moment.

Doom Foretold (+600): Jumper, this is dire. Your downfall is foretold. A great disaster will overcome you, and all will be lost. This fact is written into the weave of this world and its magics, and this story will play out regardless - resisting it will only summon further heartache and loss. What is important is that the prophecy does not SPECIFY that you will die in this disaster. But it doesn't also specify that you'll live, or that you'll have much strength left to defend yourself after it. Your mission is to try and find a way to weather this 'great loss', or maneuver it so that you suffer a catastrophic loss and failure while still being able to see the next sunrise.

Oko's Hospitality (+600): You have caught the attention of a particular visitor to Eldraine. You are under the thrall of Oko, a planeswalker who despises order and civility, and will stop at nothing to not only destroy it but mock it all the while. His enchanting magics were able to charm Garruk into acting as a Dog for his sick games, and their hold has taken place in your mind. He will gladly use your powers for all he likes, again his mockery of society as a goal.

Only a powerful legendary magic such as the Cauldron of Eternity or the power of the Royal Scions is capable of breaking this curse on your soul - and while you may leave here freely once the decade is up, you will suffer humiliation and be used as an attack dog the entire time, with no guarantee you won't be thrown under the bus for Oko's gain.