Magic the Gathering: Segovia



Welcome to the smallest plane in the Blind Eternities.

You obtain **10 CP** to spend.
Much like everything on the plane itself, your CP allotment exists at a 1:100 scale.

ORIGINS

Enter with memories appropriate to your origin, or take any origin as a **Drop-In**.

Land (Free)

You hail from one of Segovia's terrestrial settlements. You understand the culture of the land-dwellers and may have connections among the chariot racing community.

Sea (Free)

Segovia features cities both on land and underwater. You come from the underwater cities of Segovia. You can breathe underwater and swim at normal walking speed.

Sky (Free)

You were born among the cloud settlements and angelic enclaves. You have no fear of heights and excellent balance. You likely have wings or own a personal ornithopter.

PERKS

1 CP discount for each perk from your origin.

LAND PERKS

Charioteer (1 CP)

You're skilled at piloting chariots, vehicles, and spacecraft.

For Segovia! (3 CP)

Summon a random menagerie of Segovian creatures to your side, from Segovian squirrels to Segovian war elephants.



SEA PERKS

Untap (1 CP)

Up to four times per day, you can restore an ally's stamina with a touch. They recover as if they had rested for a short while.

Convoke (3 CP)

You can tap your companions and followers for mana, allowing them to help you cast spells.



SKY PERKS

Flying (1 CP)

Magical flight. You can fly at your running speed, with or without wings.

Vigilance (3 CP)

Enhanced combat awareness. You fight without letting your guard down, maintaining full defenses even while attacking.



ITEMS

1 CP discount for each item from your origin.

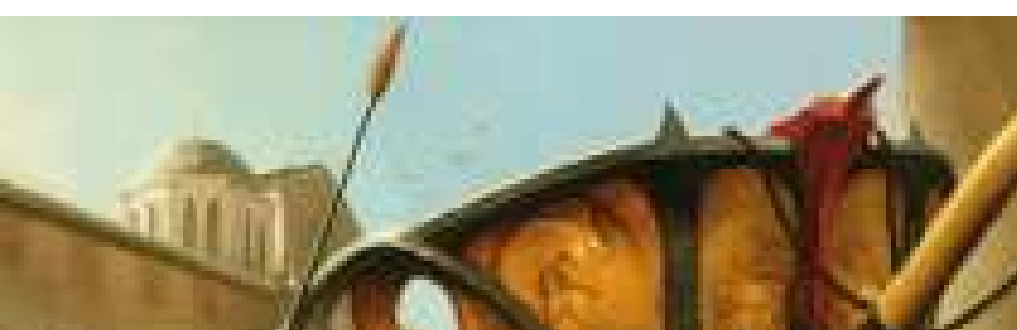
LAND ITEMS

Basic Lands (1 CP)

Plains, Island, Swamp, Mountain, and Forest. Each about one square meter. They attach to your warehouse and can be tapped for mana daily.

Hippodrome (2 CP)

A personal arena that attaches to your warehouse. Generates a small amount of income each time you hold an event. Training rookies and weaklings here has them learn exponentially more quickly.



SEA ITEMS

Sword of the Meek (1 CP)

Anyone who wields this short sword finds themselves handling it with expert precision. The weaker the user, the stronger the sword.

Segovian Leviathan (2 CP)

A massive (relatively) sea serpent follower loyal to you. The leviathan possesses strength equivalent to its size, substantial intelligence, and the ability to survive in any aquatic environment.



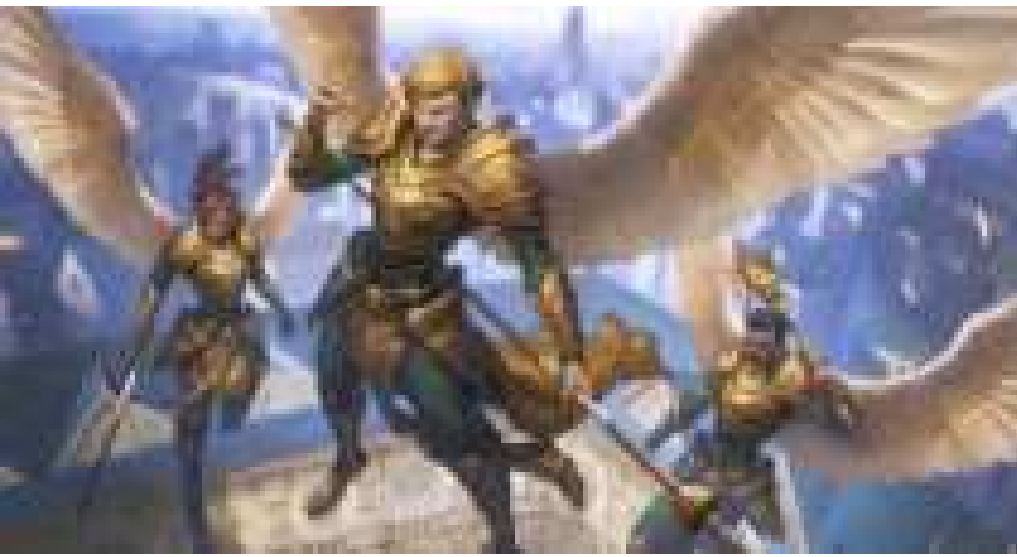
SKY ITEMS

Sol Ring (1 CP)

Won't burn your wings off. Once per day, you can tap this ring for colorless mana surpassing what a plot of land would provide.

Segovian Legion (2 CP)

Twenty Segovian angels you can summon to serve as your stewards. Each possesses flight, vigilance, weapons training, and tactical coordination. They're disciplined and follow orders reliably.



COMPANIONS

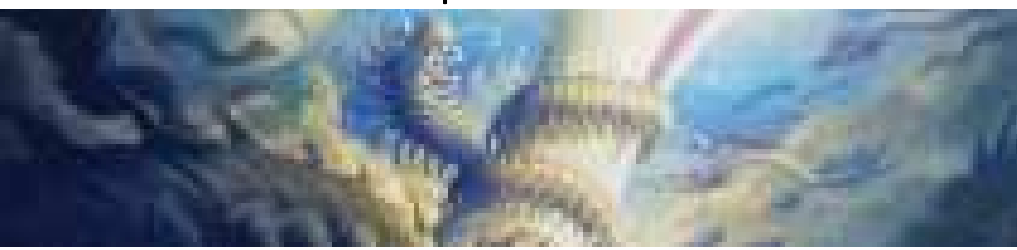
All companions receive **5 CP** to spend.

Companion Import (1 CP)
Import or create a companion.
Can be taken up to 8 times.

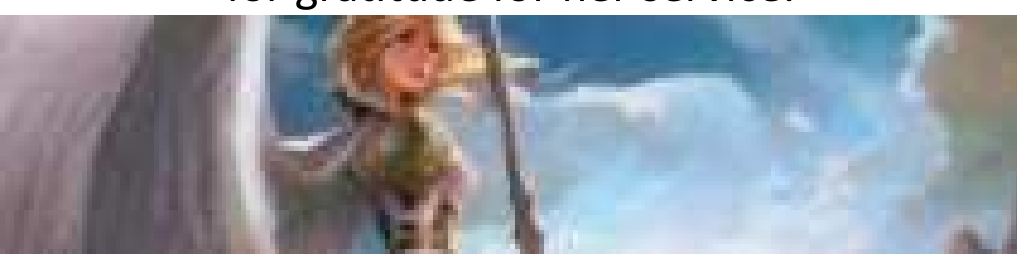
Mentor of the Meek (1 CP, free for Land)
A veteran warrior who trains others. He draws strength from teaching those smaller and less skilled than himself. He's patient and methodical.



Sea Tyrant of Segovia (1 CP, free for Sea)
A serpent of remarkable size and cunning. This creature commands authority over lesser sea life through presence alone. The tyrant possesses human-level intelligence and centuries of experience.



Savior of the Small (1 CP, free for Sky)
A guardian angel who intervenes when communities face overwhelming threats. She grows more effective when protecting larger groups, rather than individuals. She doesn't ask for gratitude for her service.



DRAWBACKS

Segovian Manlet (+1 CP)
You're 0.511" tall, small and weak even by Segovian standards. You're the subject of short jokes even in a world of tiny people.

Gargantikar Invasion (+3 CP)
Gargantikar is a plane where everything is gigantic. Now, Segovia faces invasion by Gargantikari insectoids through the omenpaths. Gnats and carnivorous butterflies stand as behemoths at 2" tall or more.



NOTES

The joke is that the plane is small.

You can jump this setting seriously if you really want to. It's not a total joke.

Segovian culture draws from ancient Greece and Rome. The plane itself is vastly aquatic.

Planeswalkers (and jumpers) automatically enter the plane of Segovia at about 1/100th their size. Creatures and items from Segovia don't increase in size on other planes, however.

Yes this means Sword of the Meek is about the size of a thumbtack and the Segovian Legion is about as threatening as a swarm of bees.