THE LOST CAVERNS OF IXALAN

Ixalan, a vast and vibrant plane with a rich history, where a lifetime of endless adventure awaits. Wild jungles, gigantic feathered dinosaurs, and centuries old ruins of ancient civilizations cover the surface of Ixalan, with sun-worshipping human armies, nomadic tribes of merfolk, rebellious and free-spirited pirates, and theocratic vampire invaders warring for power. Beneath the surface, vast cavern networks hide lost temples of slumbering gods long forgotten to the surface world, where the remnants of the first human civilization and ancient tribes of jaguar warriors wage war against an infectious swarm of body-snatching fungus left behind by alien invaders millennia ago.

This jump is focused primarily on content introduced during the Lost Caverns Of Ixalan set, but that doesn't mean exploring the caverns is all this jump has to do. There's plenty of stuff going on on Ixalan's surface, and you could find 10 years worth of adventure and intrigue to engage with, without ever setting foot underground:

The Sun Empire's emperor Apatzec Intli III was assassinated, leaving the warmonger Atlacan Huicintli in charge as a regent while Apatzec Intli IV is still too young to take the throne. Rival factions of advisors scheme against each other, each seeking to manipulate the young emperor into supporting their side.

Torrezon is teetering on the edge of a civil war, with its church facing a schism. Pontifex Mavren remains loyal to Queen Miralda, seeking to retain the status quo, while a military general, Vona de Iedo, has declared herself the Antifex and seeks to overthrow the queen and usher in an oppressive Age of

Everflowing Blood. Meanwhile, discontent grows among the human population, who feel their vampiric rulers abandoned them to be slaughtered during the war.

The once proud River Heralds have been scattered by war, facing one devastation after another. Their spiritual capital, the Deeproot Tree, was razed to ash, and one by one their territories have been conquered or left in ruins by their enemies. Their unity shattered, they're left struggling to find new purpose and a hope for their survival on a plane filled with enemies.

The Brazen Coalition has attempted to turn its back on lawless piracy, to forge a new seastead nation state. Some of their members have overzealously taken to this new way of life, seeking legitimate capitalistic business as lessors for mining deeds and rent seeking land owners, all backed by legally binding contracts signed by their newly appointed authorities. Others take issue with this, seeing it as little more than an elaborate grift and wishing to return to a lawless life of plunder without the need to wear the trappings of an orderly government. While no other nation recognizes the legitimacy of their claims to sovereignty, Governor Beckett Brass is attempting to establish negotiations with representatives of both the Sun Empire and Torrezon.

World Modifiers



Before we being, we'll need to sort out some details about the world you're jumping into. It's a big multiverse, and we need to make sure we're sending you to the right place. First of all, have you ever been to Ixalan before? If not, just choose the Blank Slate option. If you have been, choose one of the following two options:

-- Return to Ixalan --

If you've ever been to Ixalan before, whether it be through a jump or any other means, you can take this to revisit the same Ixalan you left. Some elements within this document may contradict your past experiences; do what you can to maintain your own immersion. A few years have likely passed since your last visit, to account for the events resulting in Ixalan reaching its current point. If you've never visited Ixalan before, or haven't done anything in the Multiverse that would impact it, this and Blank Slate are basically interchangeable.

You can, of course, choose to start over a new life here, even if you're returning. Whether you're returning to your old identity, or forming a new one, perhaps even aligned with your former enemies, is up to you. Jumpers are known for taking on many different appearances throughout their journeys, so whether you want anyone to recognize you is up to you. You should probably decide that now, though.

-- Blank Slate --

A brand new Ixalan. If you've been here before, it's not the same Ixalan you last visited. A shadow, a mirror, a parallel world, an alternate timeline, whatever you want to call it, this is an Ixalan untouched by your hands and your experiences. If you've never been to Ixalan before, well, it's still all new to you.

Now that that's all sorted out, there's one big question we need to know. What exactly happened in Ixalan over the past few years? Choose one of the following two options:

-- Canon Events --

Events between the hunt for Orazca (XLN/RIX era) and the start of your current jump (LCI era) played out as they did in canon. New Phyrexia's invasion devastated the plane, leaving it in shambles before they were defeated. The wreckage of Realmbreaker and remains of Phyrexian invaders cover the surface. Each of the surface factions have been devastated by the war and have only begun their recovery. Pools of glistening oil scar the land like infected wounds - while no longer threatening conversion into a soulless monstrosity, it's still incredibly toxic. On top of all of that, Omenpaths are hidden throughout the plane - portals that lead to other planes. Most of these are very unstable and there's no telling where any of them lead, but you could potentially use one to travel to another plane during your jump. Finding your way back may be hard. Visitors from other planes will also be present in Ixalan, though they might not be too common. Examples include civilized races seeking to establish trade routes, adventurers and explorers, warlords conquering new territory, savage beasts from other worlds, undead hordes, etc.

-- Unbroken Realms --

The past few years played out in a self-contained, non-canon way. The Phyrexians never invaded, and the Omenpaths never opened - perhaps a lingering effect of the Immortal Sun, or perhaps you've found your way into a timeline where Realmbreaker was never completed. Instead, after seizing

control of Orazca, in order to maintain control of their new territory, the Sun Empire launched a violent military campaign against Torrezon, home continent of the Legion of Dusk. Torrezon's shores were breached by the Sun Empire's Dawn Fleet, and the nation experienced heavy casualties, both among its vampire elite and the human population of the Free Cities. The Brazen Coalition used this as an opportunity to raid the coastal cities of both nations, but was caught in the crossfire of the war and faced attacks from both sides. The River Heralds believed the Sun Empire was overextended and launched an attack to reclaim Orazca, resulting in retaliation from the Sun Empire, ending with the merfolk losing much of their territory. Overextending like this lead to the Sun Empire being stretched too thin, resulting in them suffering heavy casualties due to being unable to fight a war on three sides. Now, an uneasy ceasefire has been declared, with each of the factions unwilling to face any more losses, and internal strife and civil unrest in both Torrezon and the Sun Empire forcing them to lay down arms or risk all out civil war. Despite heavy losses from this war, each of the surface factions are still in far better shape than they would have been in the canon timeline, and the surface ecosystem as a whole has faced far less destruction than Phyrexia would have caused. However, without a multiversal invader to rally against or meddling planeswalkers to negotiate as unbiased third parties, the uneasy alliances between the factions were unable to form, and each surface faction is far more hostile towards anyone affiliated with any of their enemy factions. Underground factions remain mostly unchanged.

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Origins

You may choose to be a drop in unaligned with any faction, a member of any of the surface factions, a member of the Malamet, or a member of the Oltec. Pick one.

-- Drop In --

You're a drop in, not a member of any given faction. With time and effort, you could earn the favor of any of the factions, and perhaps even ally yourself with them, but at the start of this jump, you're an unknown quantity with no defined allegiances.

Surface Factions

-- Sun Empire --



The Sun Empire is a proud, ancient Imperial power that dominates the continent of Ixalan. Composed of four major city-states, hundreds of minor villages, fortresses, and towns between, the Sun Empire is rich in material wealth, natural beauty, arable land, biodiversity, and people. Their religion worships the Threefold Sun, a deity composed of three aspects: Kinjalli, the Wakening Sun, embodying white mana; Tilonalli, the Burning Sun, embodying red mana; and Ixalli, the Verdant Sun, embodying green mana. Ruled by the child emperor Apatzec Intli IV following the assassination of his father, Intli IV's realm is managed by a retinue of stewards who plot the reconstruction of the empire and plan a resumption of the late emperor's campaign against Torrezon.

As a citizen of the Sun Empire, some of the things you could be include a humble farmer or city guard, a heroic knight riding dinosaurs into battle, a priest empowered by the Threefold Sun or one of its aspects, a dinosaur trainer, or an archaeologist or explorer seeking out the Empire's lost history.

-- Torrezonés --



You are a Torrezoné, a citizen of Torrezon. While most well known for their vampiric military, the Dusk Legion, Torrezon contains many other organizations, and most of its population is human. Among these organizations is the Queen's Bay Company, a private company that is allegedly working for the betterment of the people of Ixalan, but is

suspected to be a front for a heretical and fanatical offshoot of the church. The Queen's Bay Company seeks to find and revive Aclazotz, a demonic bat god sealed deep in Ixalan's core, to overthrow the church's existing leadership, and establish an Age of Everflowing Blood.

As a Torrezoné, you have many potential reasons for exploring the caverns of Ixalan. Among other things, you may be a member of the Queen's Bay Company seeking to help them in their goal; an undercover spy loyal to Queen Miralda seeking to uncover and document proof of the Queen's Bay Company's treason; a member of an unrelated private enterprise seeking some business in the caverns; a member of the Legion of Dusk sent to conquer territory or provide protection to one of the aforementioned private enterprises; or perhaps even a vampire noble leading his own private expedition into the core.

-- Brazen Coalition --

Formerly a confederation of pirate groups loosely organized together, mostly descended from refugees fleeing the oppressive monarchy of Torrezon. The Brazen Coalition has, in recent years, banded together in an attempt to form a new nation-state under the leadership of former Admiral, now Governor, Beckett Brass. The High and Dry serves as their new capital city - the wreckage of two shipwrecks that have, over the years, been built up into an entire city.



The discovery of cosmium on Ixalan has kicked off a rush to extract the mineral, prompting an industrial and trade boom as well as a new age of high-seas piracy. The Brazen Coalition attempts to straddle both sides of this new era via its cosmium mining operations on Ixalan, its push to be the sole guarantor and issuer of mining deeds, and by gaining recognition as a high-seas state by the Sun Empire and Torrezon.

Let's not mince words or beat around the bush: as a member of the Brazen Coalition, you're a pirate. You can call yourself a privateer, a corsair, whatever you want, but everyone knows you're a pirate.

-- River Heralds --



The River Heralds are merfolk - amphibious humanoids at home throughout the oceans, rivers, lakes, and rainforests of Ixalan. To outsiders, the River Heralds may appear to be a single, unified group. The myriad tribes of the River Heralds do share many cultural, spiritual, and practical affinities, but they are in fact not united. Once the proud stewards of Orazca and the nine tributaries of the Great River of Ixalan, merfolk have been reduced to a scant number of tribes and nomadic bands by the Sun Empire's conquest, internecine band warfare, illness, and the recent war. The number of bands still operating on Ixalan's surface are few and shrinking: most by now have heeded the call to venture underground.

Within recent years, many merfolk took to engaging in desperate raids on Sun Empire convoys, Brazen Coalition mining camps, and Queen's Bay Company operations to survive. Others have signed on with the coalition or joined with the Sun Empire to offer their services as guides, hunters, guards, dowsers, or skilled laborers. While not truly a member of any of these factions, if you're employed by one of them, it will help improve your standing with them.

Underground Factions

-- Oltec --



The Oltec are an advanced human civilization who have lived for millennia inside the Core of Ixalan. They are the precursor civilization of the Sun Empire and remain their cousins but have not had significant contact with them since the Sun Empire's ancestors first emerged on Ixalan's surface. The Oltec see themselves as the

first peoples on Ixalan, a world made by Chimil and shepherded by her children, the Deep Gods. In contrast to the Sun Empire, the Oltec have no Imperial ambition and are not an empire but a constellation of communes: egalitarian, arcological city-states linked together by trade, shared history, and purpose. The Oltec are guardians, stewards, sentinels, and protectors of the Core, and nothing more. Oltec society relies on small automatons called "gnomes", which provide a wide variety of labor and improve their general quality of life, as well as fight alongside their army as mechanical soldiers.

As an Oltec, you may be a priest of one of the Deep Gods, a warrior serving the Thousand Moons, an artificer who crafts gnomes and other advanced clockwork mechanisms, or any number of various civilian roles.

Among the Oltec exist a splinter faction - the cosmium eaters, a cult dedicated to the worship of Aclazotz. They seek to free their dark god from his imprisonment, believing that he can grant them immortality. While not aligned with the Queen's Bay Company, they share a similar goal, and could be potential allies.

-- Malamet --



Ancient as the merfolk and humans on Ixalan's surface, the Malamet jaguarfolk long ago decided to move their territory underground to protect themselves against the might of the Sun Empire. Ancient Malamet allied with merfolk and humans to battle Aclazotz and his children, helping to seal him away in ancient times. These three groups were siblings in ancient times, but have since grown bitter towards each other.

Malamet are hearty, clever, and wise but suspicious, territorial, and ruthless. They value strength, and believe that it is their destiny to return to the surface and live under the glory of the sun once more. Their culture places great importance on language and the written word, inscribing glyphs on weapons, armor, and totems, and even having a system of magic based around these glyphs.

Many Malamet are fierce warriors, though among their civilian roles, there are many craftsman, poets, merchants, librarians, and laborers.

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Races

Many of Ixalan's factions are made up of only a few specific races. While a Drop In can be of any race, and the Brazen Coalition welcomes anyone of almost any background, other factions will require you to be of a race appropriate for their faction. These are all mutually exclusive: you can only pick one.

-- Human -- (Free)
(Available to all backgrounds other than River Heralds and Malamet)
Humans are the most common race on Ixalan, present in most of its major factions. Native to the core, but found on Ixalan's surface, and in Torrezon.

-- Vampire -- (Free for Torrezonés / 200 otherwise)
(Available to Drop In, Brazen Coalition, and Torrezonés)
The ruling class of Torrezon. High ranking members of the church or nobility will often accept the gift of vampirism, and vampires also make up most of the Dusk Legion military. Unlike the bloodsucking monsters on other planes, Ixalan's vampires are often highly religious and civilized, and lack a weakness to sunlight, though their attempted conquest of Ixalan has lead to them being reviled outside of Torrezon.

-- Merfolk -- (Free and mandatory for River Heralds / 100 otherwise)
(Available to Drop In, Brazen Coalition, and River Heralds)
Taller than most humans, around 7-8 feet. Merfolk are capable of breathing underwater, and have a natural affinity towards nature magics - not only controlling water, but also wind and plants.

-- Orc -- (100)
(Available to Drop In, Brazen Coalition, and Torrezonés)
Native to the Sens, a series of islands on the west coast of Torrezon, orcs are most commonly seen among the pirates of the Brazen Coalition, though they

may rarely be employed by businesses in Torrezon. Larger and stronger than ordinary humans. Not eligible to be a member of the Legion of Dusk.

-- Siren -- (100)

(Available to Drop In and Brazen Coalition)
Humanoid creatures with bird like features, who, for some reason, are not actually considered bird people. Capable of flight, and have enhanced senses, but are also a bit frail due to their bird-like bones.



-- Jaguar -- (Free and mandatory for Malamet / 100 otherwise)

(Available to Drop In, Brazen Coalition, and Malamet)
The catfolk of Ixalan's caverns have a jaguar-like appearance, and tend to be quite large, strong, and agile. They make fierce warriors, and are known for using a form of rune magic based on their glyphic alphabet.

-- Angel -- (200)

(Available to Drop In and Oltec)



Ancient and immortal Oltec warriors created when Chimil first began to leak cosmium. Angels have guarded the core for over 1000 years. Capable of flight, and naturally attuned to white mana, they wield powerful magic and have a strong connection to cosmium.

-- Other -- (Free)

If you're choosing to be a race that you've been in a prior jump, you may be a member of any appropriate faction, within reason. A Nacatl could pass as a Malamet, a non-Ixalan vampire might be able to join the Dusk Legion, a Ravnican Vedalken could be a River Herald, and the Brazen Coalition accept

basically anyone, etc, but don't expect a Viashino to be able to pretend to be an Oltec or anything like that.

-- Mycoid -- (Restricted)

Not a race you can select to start as right away. If you become infected with mycoid spores, or if you take the Infested drawback, you can eventually become a mycoid should you allow the infestation to fully progress without treating it. As a mycoid, you'll retain some qualities of your original race, but gain a connection to the mycoid hivemind, gain the ability to spread the infection through spores or mycelium, and become incredibly resilient to damage due to your body being capable of regrowing lost limbs or rapidly recovering from wounds. While most mycoids are mindless drones in the hivemind, you'll retain your mind, as some other strong mycoids do. Mycoids are despised by every other faction, and they'll all either flee from you or attempt to kill you on sight.

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Starting Location

Drop In:
Roll a d8 to determine starting location:
1 - Edge of a small, probably friendly Sun Empire settlement.
2 - Wilderness near an outpost of the Queen's Bay Company.
3 - Untamed jungle on the surface, far from any factions.
4 - Trail between Sunray Bay and Downtown, a pair of Brazen Coalition towns, the latter of which has been infested by mycoids.
5 - Shore of a river in River Herald territory.
6 - At the steps of an ancient, unexplored temple, deep underground.
7 - A cavern somewhere in the core, within Oltec territory.
8 - A cavern covered in protective glyphs, on the border of mycoid and Malamet territory.

Members of any surface faction may choose to either start in one of their faction's major surface settlements, in a small outpost located somewhere underground, or may choose to roll on the Drop In table. Members of any underground faction start in their faction's capital.

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General Perks

These perks are discounted by 50% for Drop Ins, and 100 CP perks are free for Drop Ins.

-- Alaborn Zealot Is Canon -- (100)



Firearms exist in this world. Expect most pirates to be wielding flintlock pistols or blunderbusses in addition to their standard fare, and to see Dusk Legion musketeers. While the most advanced firearms currently available are muzzleloaders, once the Oltec are introduced to the surface's firearm technology, they will begin to make advancements upon the designs. Expect to see some primitive black powder revolvers appearing within a few years. As a bonus, you get a free flintlock firearm of your choice - a musket, a blunderbuss, or a pair of pistols, as well as some ammunition and black powder for it.

-- Spelunking -- (200)

You're particularly adept at exploring the cavernous terrain of Ixalan's underground. Rock climbing will be easier for you, ropes and other safety gear you use to rappel down or climb up will be less likely to tangle or break, and you find yourself able to keep your balance on tricky terrain more easily.

-- Poetic Ingenuity -- (400)

Something about you inspires people around you, in ways that nothing native to their world normally world. They won't be able to tell you're not from this world, but something about you causes the creative types you come across to make breakthroughs associated with your prior jumps rather than the world

you're presently in. Don't expect, say, a caveman to invent electricity overnight, but an artificer may miraculously stumble upon a technique that originated from another world you've visited in the past, or a blacksmith might discover how to make an alloy that should only be possible in a world you visited a few jumps ago.

-- Cartomancy -- (600)



You gain expertise in map-magic. You're able to send out pulses of mana to map surrounding areas, giving you a mental map of the area, and enabling you to magically generate a 3D projection of it for others to see. You're also able to create enchanted physical maps, which can perform a variety of tasks based on the enchantments you imbue them with. Some can automatically update to record the areas you travel to, others can automatically record whatever your scanning pulses detect, and particularly advanced ones can be used in powerful spells that temporarily rewrite the area around them by altering the map, creating passages and obstacles that didn't previously exist.

Faction Perks

These perks are discounted by 50% for members of their faction, and 100 CP perks are free for members of their faction.

Sun Empire

-- Ancestor's Aid -- (100)

(Incompatible with Oltec)

All life on Ixalan can trace its legacy back to the Core, and to Chimil's light. The Sun Empire may have forgotten their Oltec ancestry, but their ancestors have not forgotten them. Ancestral spirits in the core, as well as some ancient Oltec

enchantments, will see you as though you were an Oltec yourself - or at least, as a descendant of the Oltec.

-- Etali's Favor -- (200)

The power of Etali, the Primal Storm - a gigantic spinosaurus avatar of lightning and red mana - flows through you. You're able to channel a fragment of his lightning to grant yourself a burst of his primordial might, causing your blows to strike with the force of a raging storm, and causing your synapses to fire faster.

-- Trainer Prodigy -- (200)

You're an expert in training and commanding dinosaurs and similar creatures. When you give orders to one, it will clearly understand you, as though you shared a language. You're also far more knowledgeable in the care, breeding, raising, and training of them. On Ixalan, this will only affect dinosaurs, but in future jumps it will affect a wider variety of creatures, such as lions, boars, etc.

-- Intrepid Paleontologist -- (400)

Some people call it necromancy. You call it paleontology. You're skilled at excavating bones and fossils, pretty good at figuring out how all of those bones fit together, and all of that other boring paleontology stuff. You're also able to pour mana into mostly-complete fossils or skeletons to reanimate the creature as it was when it lived, generating a mostly-accurate reconstruction of its flesh, blood, and organs. Creatures reanimated this way will be completely loyal to you, but will only last for about an hour before completely disintegrating, destroying all traces of whatever they were reanimated from in the process.



-- Roar of the Fifth People -- (600)

When you call, the primal might of the Threefold Sun answers. Your war cry can call some wild dinosaurs that happen to be in earshot to your aid, and if you put enough energy into it, greatly empowers them and any other dinosaurs allied with you. In addition, you're able to draw mana from Ixalan's mountains, plains, and forests more easily, and wild dinosaurs from Ixalan will be less likely to see you as prey. In future jumps, you will also be able to use magic that involves summoning dinosaurs more easily.

Torrezonés

-- Visions of Aclazotz -- (100)

Aclazotz whispers into your mind, guiding you through the core. These whispers will be clearer and stronger if you're a vampire, but can still be felt by any race. This will help you find your way, and may help you find the solutions to problems that block your progress. Your faith will be rewarded, should you follow his guidance, but should you turn against him, these visions may still assist you in figuring out what his supporters are planning to do... if you're able to resist his temptations, of course. In future jumps, this will make demons and dark gods more likely to contact you or offer you visions.

-- Exultation -- (200)

(Requires Vampire)

You're able to transform the lower half of your body into an intangible shadowy mist, which allows you to fly. If you happen to have any other pre-existing perks that allow you to fly, you can take this for free as a Vampire for the cool-looking shadowy mist effect while you fly, since at that point it's basically just a cosmetic option.



-- Canonized In Blood -- (200)

Blood and death empower you. When things die in your presence, or when you're soaked in blood during battle, you're able to draw some dark power from it, temporarily enhancing your magical abilities.

-- Protection of the Rose -- (200)

You understand that sometimes, sacrifices need to be made to find salvation. With this, you gain access to a sacred blood magic ritual that enables you to take the life force of a consenting party and infuse it into another, including yourself. This requires the first party to willingly sacrifice their life, but will grant the later a burst of vitality, near instantly healing any wound they have and momentarily protecting them from further injury.

-- Grasping Shadows -- (400)

You are able to generate a swarm of shadowy claws and tendrils around yourself, which rip into the minds and souls of anything nearby - friend and foe alike. This is difficult to use while accompanied by others, due to their tendency to assault your own allies, but they can drain the lifeforce of your enemies to restore your own vitality, cloak you in a terrifying shroud of darkness, and devour sources of light around you.

-- Redemption Choir -- (600)

(Incompatible with Promise of Aclazotz)



You wield sacred magic of the Church of Dusk. On your own, you are able to purify demonic taint, help your allies resist the madness that demonic entities such as Aclazotz attempt to inflict on them, and perform rites to absolve sinners of their crimes against the church and the Dusk Rose. With allies skilled in holy magic, you're even able to perform complex rituals to exorcise demons, reanimate the recently deceased as a vampire, or if the subject is willing, purify those who've been lead astray by Aclazotz to purge them of their demonic curse. This will also enhance your ability to use holy magic, and grant you a resistance to demonic influence.

-- Promise of Aclazotz -- (600)

(Requires Vampire, incompatible with Redemption Choir)

You have received Aclazotz's darkest blessing, and been reborn as a new kind of vampire, fully embracing your demonic heritage. You're now partially demonic yourself, have bat-like wings sprouting from your back enabling you to fly without the need for Exultation, and all of your natural vampiric attributes are greatly enhanced. You lose any affinities for holy magic a loyal member of the Church of Dusk may have had, and inherit a demonic weakness to both light and holy magics, but in exchange your mastery of blood and shadow magics are greatly enhanced.

Brazen Coalition

-- Freebooter -- (100)
You have an eye for treasure. You're naturally able to appraise a reasonably accurate estimate of the value on an open market for most items you examine, are able quickly guess which items amongst a group of treasures would be most valuable, and find it easier to notice treasure, whether it be a vein of ore glinting in the corner of a cave wall or a stash of coins tucked away in the back of a container.

-- Brazen Plunderer -- (200)
Riches rouse you. When there's money on the line, or when you've just scored a jackpot, you find yourself energized and empowered. In other words, you get a surge of adrenaline when you're fighting to secure treasure or seize a financially lucrative location, and for a short while after successfully looting something valuable. If you're the sort of person who habitually checks corpses for valuables as they drop, even in the middle of an ongoing fight, this perk's a match made in heaven for you.

-- Captivating Captain -- (200)
Whether it's respect, charisma, fear, or something else, your crew is especially loyal to you. So long as you're in a position of leadership, you'll find your allies are less likely to betray you, those who serve under you will be far less likely to be insubordinate, and even rowdy groups of underlings will be more likely to follow your orders. This isn't a guarantee against mutiny and betrayal or anything like that, but you'll naturally find it easy to present yourself in a way that makes people less likely to betray you and more likely to follow your orders.



-- Black Market Connections -- (400)
You always seem to know a guy, and if you don't, you know a guy who knows a guy. You've got connections to Ixalan's criminal underworld, and in future jumps, you're able to make criminal connections more easily. This helps you find sellers for illegal and illicit items, find buyers for anything you've looted that can't easily be sold in

most markets, find thugs, assassins, and othersuch ne'er-do-wells for hire, or make contact with spy networks and other such data brokers willing to sell you ill-gotten information.

-- Terror Tide -- (600)



The depths hold untold numbers of sailors who've lost their lives. While fighting on the open seas or near any large body of water, such as on the shoreline, near great rivers, or any of the underground lakes of the caverns, you're able to call upon the lost spirits of those who died at sea for aid. All the world's water flows back to the ocean, in the end, so you'll be able to call upon the dead near any water source that connects to the ocean, but this power will be especially potent and able to call upon greater numbers of spirits the closer you are to an area where especially high numbers of people have died in or over the water.

River Heralds

-- Chart a Course -- (100)

You have an innate sense of your surrounding area, and are particularly skilled at remembering where you've been, figuring out where you're going, and sensing exactly where you are. Navigating is no issue for you.



-- Jadeheart Elemental -- (200)

You're able to infuse lifeforce into jade. You can construct golems by strategically placing small jade chunks into pieces of stone, metal, or similar materials held together with wood or vine joints, or with large enough pieces of jade, you can create elementals able to support themselves without the need for a golem frame.

-- Swift Rivers -- (200)

You're capable of casting water magic far faster than you normally could, and also much, much faster at swimming.

-- Mist Dancer -- (400)

You're capable of turning water into a dense mist, which can lift you into the air and allow you to fly. Unless you're in a particularly dry area, the air in most places should be humid enough for you to gather enough mist to fly without issue. If you're near a source of water, or know magic that's able to generate a lot of water, you can create enough of this mist to enable any allies close to you to fly as well.

-- Tidebinder -- (600)



A powerful technique which crashes a wave of mana upon an opponent, dragging their powers away like a drowning beast who fell into the raging river. When you Tidebind someone, it will interrupt whatever spell they were casting, and bind their magical powers, preventing them from casting that spell for as long as you're focused on binding them. This technique needs to be used as they're casting, so it can be difficult to time it, but so long as you can focus and remain within range, it will completely lock them out of even attempting to cast that spell or any variation of it again.

Oltec

-- Cosmium Tattoo -- (100)

Your body has been tattooed with ink derived from cosmium, granting you various minor effects. You're a bit stronger, a bit tougher, a bit more agile, a bit better at magic, a bit better able to draw upon mana, etc. Basically, you're just a little bit better at almost everything physical or magical due to its effects.

-- Deepest Betrayal -- (100)

(Incompatible with Vampire)

You've formed a pact with Aclazotz. While not truly a vampire, by consuming cosmium or human blood, you can temporarily gain some vampiric qualities: enhanced strength, speed, and senses, and an affinity for blood and shadow magic. Beware, though - Aclazotz and his followers are reviled among the Oltec, and if your allegiance to him is discovered, you will be exiled by the Oltec and become their sworn enemy.

-- Deepest Epoch -- (200)

Ojer Pakpatiq has blessed you. You understand the true nature of time, and your spells are able to bend around the temporal curve, allowing you to cast a spell and have its effects trigger after a delayed period to catch your opponents off guard, or to enable you to chain together a sequence of spells that will all fire off at the exact same moment once the entire set has been cast rather than one at a time.

-- Deepest Growth -- (200)

Ojer Kaslem has blessed you. Growth comes quickly to you and to those around you. Where you walk, nature flourishes. Beasts you raise grow mightier than they would when raised by anyone else, plants you tend to will grow larger and more bountiful than when planted by anyone else, and all of it grows to maturity much faster under your care.

-- Deepest Might -- (400)

Ojer Axonil has blessed you. You're stronger, and those around you grow stronger, too. When you rally your allies around you, even the weakest of warriors find themselves able to strike with force greater than their body

should naturally allow, and the strongest among them find themselves striking with force rivalling your own.

-- Deepest Foundation -- (600)



Ojer Taq has blessed you. You have a deep understanding of order and civilization, and understand the inner workings of how a society interlinks. No matter how vast a society or civilization is, no matter how complex its myriad machinations, no matter how many conflicting social factors are involved, you find it easy to see the big picture and figure out how every individual cog fits into the greater whole. You can find solutions no one else has the capability to see, you can see problems no one else has the awareness to find, you can predict interactions no one else could possibly conceive of. It all just clicks with you. Finding some way to put all of this knowledge into practice, or how to convince anyone to listen to your guidance however, is a different matter.

Malamet



-- Glyph Magic -- (100)

You have access to Malamet glyph magic, a form of rune magic based around the Malamet alphabet, which is inspired by the spot patterns seen on their fur. You're also able to read and write in the Malamet language. On its own, this perk won't teach you any spells, but it will allow you to learn and use Malamet magic.

-- Sporogenic Safeguard -- (200)

In the caves where the mycoid infestation is at its densest, simply breathing the air is a delayed death sentence - infection is almost guaranteed. But not for you. A lifetime of battling them has pushed your immune system beyond its natural limits, giving you complete immunity to their infection, as well as near complete immunity to other fungal infections, and increased resistance to most other non-fungal infections and diseases.

-- Deep Goblin Gathering -- (200)

The goblins living beneath and in the caves around Ban Koj respect (or perhaps fear) you. Most of them will listen to your orders, hiring goblin mercenaries will be cheap (or in some cases, free), and goblin bandits and rogues will be unwilling to attack you unless provoked. If you want to have a small army of goblin warriors fighting alongside you, this will make it much easier to wrangle them all and keep them in line. In future jumps, most goblins will be less aggressive to you, and you'll find it easy to earn their trust and respect.

-- Titan Killer -- (400)

You have slaughtered gigantic beasts that lurk deep below. Whether it's a mycoid rage titan, a 50 meter long river serpent that can swallow a schooner whole, or a zombified gigantosaurus that found its way into a chasm, nothing on Ixalan is too large for you to fight. You become stronger when fighting massive monsters, and naturally know how best to dispatch these titans. Grappling onto them and climbing them is easy for you, finding their weakest point comes as second

nature, and like an annoying fly that's always out of reach, they'll have trouble swatting you off.

-- Might of the Ancestors -- (600)



The Malamet believe that in ancient times, their souls were not confined to mortal bodies, and instead existed as avatars of ferocious might itself. You are able to channel this ancient power, surrounding your entire body with spiritual force to increase your strength, or manifesting a projection of this power up to a few meters away from you. The strength of this projection depends on your own force of will and spiritual energy, but will, at the very least, be as powerful as you physically are.

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Items

You get an extra 200 CP to be spent exclusively on items, in addition to any CP you have leftover.

-- Tinker's Tote -- (100)

An Oltec rucksack packed with tools for crafting and repairing gnomes and similar constructs. It includes some spare parts, which will replenish themselves weekly, and has some extra space for any other hand-tools or parts you feel like storing.





-- Tithing Blade -- (100)

A crystal dagger, intended for use in rituals. Sharp, jagged, and painful, it enhances the wielder's blood magic, or any magical ritual involving slaughtering a live sacrifice.

-- Mephitic Draught -- (100)

A vial containing a cursed potion. When consumed, it clears your mind and allows you to recall things more easily, but drains your life force. Tastes horrible. Replenishes itself daily, but if you're drinking it that often, you'll probably get very sick.





-- Arm-Mounted Anchor -- (100)

An armored gauntlet with an anchor-shaped blade attached to an extendable chain inside of it. You can use the anchor as a slashing or punching weapon, or extend it and swing it around like a flail.

-- Diamond Pick-axe -- (100)

A pick axe with a head made of an enchanted crystal. It's completely indestructible, and hard as diamond, enabling it to split through practically any ore - or armor, if you want to use it that way.





-- Glowcap Lantern -- (100)

A low-tech lantern that uses bioluminescent mushrooms to generate light, rather than fire or magic. Almost as bright as traditional lanterns, without any of the risks associated with an open flame. The light has a mentally stimulating effect, making it perfect for late night reading or deskwork as well as exploring. The interior of this particular lantern is a self-sustaining ecosystem, meaning the mushrooms will never need to be replaced or fed.

-- Cosmium Upgrade -- (100)

Weapons, armor, and tools infused with cosmium, either by implanting cosmium gemstones into it, or by coating it in a processed cosmium tincture, have their properties enhanced. Blades never dull, armor has its defensive properties greatly enhanced, tools will never break, and magical enchantments are empowered. With each purchase of this, you may imbue a single weapon, tool, shield, or piece of armor you already own with cosmium. Double dipping on the same item won't do anything, each purchase needs to be for a different item.





-- Cosmium Arms and Armor -- (200)

You receive a set of cosmium upgraded equipment: your choice of any one small arm native to Ixalan (such as a longsword, a cutlass, a mace, a spear, a crossbow, etc), as well as a shield and some light armor of the design of a faction of your choice. Aside from the cosmium enhancement, this gear's all pretty mundane.

-- Subterranean Schooner -- (200)

A small, nimble ship, with a complex mechanism that allows it to fold down its mast to minimize its height and propel itself forward with automated oars. While not quite as fast as other schooners on the surface, its extreme manoeuvrability and compact design enable it to navigate the underground rivers with ease.





-- Watertight Gondola -- (200)

A very small submarine, intended for a single person, but capable of holding perhaps three people of average size. Slow and cramped, but capable of travelling underwater with no issue, and has a magically replenishing air supply.

-- Tarrian's Journal -- (200)

A journal detailing a journey to the caverns of Ixalan, written by a heretic cast out of the Church of Dusk for his worship of Aclazotz. Contains information about the caverns and Aclazotz, as well as sacrificial rituals to enhance mental clarity or purge the mind of "sin". Just keep in mind that it was written by someone who worships a demon god of darkness, so his definition of "sin" is abnormal.





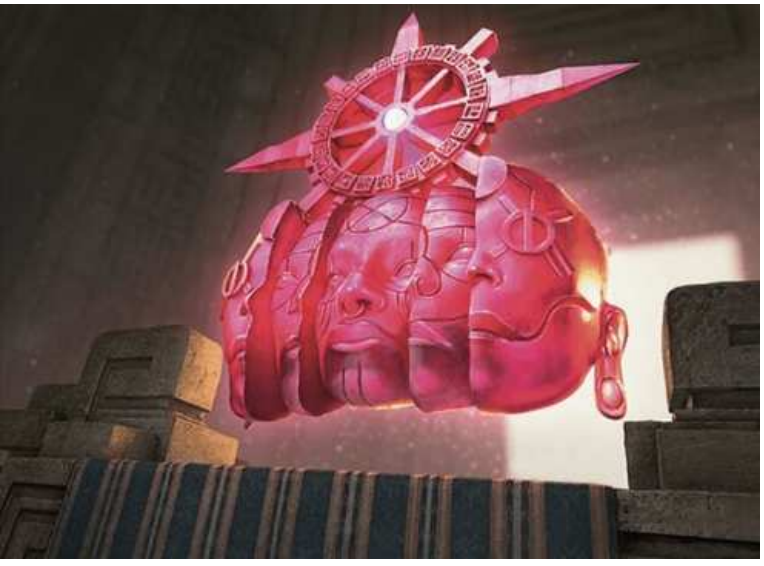
-- Tarrian's Soulcleaver -- (400)

A vampiric trident blessed by Aclazotz to rend the soul from the body of those it slays, devouring them to temporarily enhance the power of its wielder. The more you kill, the stronger you get, but be careful not to lose yourself to bloodlust.

-- Magmatic Galleon -- (400)

A large heavily armed ship, every square inch of which has been enchanted to resist heat and fire to the point of being able to sail even in molten magma. In most circumstances the temperature inside and on the deck will be cool even on the hottest of days. In the most extreme circumstances, such as magma-sailing, the enchantments will only be able to reduce the normally deadly heat to uncomfortably warm.





-- The Enigma Jewel -- (600)

A large gemstone carving of Ojer Taq. It radiates mana, but holds hidden potential. Through a complicated ritual, you can imprint the powers of an artifact, enchantment, or deceased being onto it, completely destroying all traces of the imprinted thing in the process. The jewel is able to mimic any of the powers imprinted onto it, amplifying them in the process.

-- The Roaming Throne -- (600)



A massive spider-like stone machine infused with cosmium, practically a mecha walker. Whoever sits upon the throne radiates authority and cosmium energy, warding them with a protective barrier, and greatly enhancing the magical powers of both them and their allies.

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Lands

You receive 200 bonus CP to spend exclusively on lands.

During your time here, as with any other plane within the Blind Eternities, you will be able to form spiritual connections to lands and gain the power to draw mana from them across any distance, even beyond the plane. Purchasing lands

here provides you with a bond to it from the instant you arrive, without needing to take the time to form a connection on your own. You will still be able to bond with any land you're capable of forming a deep enough connection with, if you're willing to put in the time and effort. Counterintuitively, this means it may be wise for you to purchase lands you lack an affinity with. For example, if you put the greater good above all else and are willing to selflessly do whatever it takes to ensure what's best for everyone, you may find it nearly impossible to bond with a source of black mana without purchasing it here. Additionally, you might think "I'm an Oltec, Oteclan is an obvious instant buy." Consider that an Oltec will be spending a lot of time in Oteclan, and will have unrestricted access to it, whereas a soldier of the Dusk Legion will likely never be seen by the land as anything but an invader.

Most mana has a color to it, and the vast majority of spells native to planes within the Blind Eternities require at least some of the mana used to cast them to be of a color connected to that spell. To summon a demon, for example, you'll need a large chunk of mana, at least some of which needs to be black, and the rest of which can be any kind of mana. Colorless mana can't be used on its own for most magic (though some colorless magic does exist, that's advanced stuff you won't find much of in Ixalan) but can be used for that generic chunk of extra mana most spells require.

-- Basic Lands -- (100 / 200)

For 100 CP, you can choose to enter with a pre-established connection to two small areas of land, representing any two of the five basic types of your choice. For 200 CP, you may enter with connections to one of each of the five. Not super useful if you've made connections to other worlds in this multiverse before, but very useful if this is your first jump within the Blind Eternities.

-- Hidden Cave -- (100)

(Cave)



Ixalan is home to a dense network of caves hidden beneath the surface. Five in particular stand out - each one a strange nexus of a different color of mana, which seem to trap various magical powers just waiting to be discovered. With each purchase of this, you may choose one color of mana, and receive a connection to a cave that produces that color. Aside from being able to draw mana from these lands as normal, they passively build up magical power. After about a week, this power will coalesce into a complete spell that you'll be able to cast whenever you choose, at the cost of completely draining the cave of power until it's able to generate a new one. The spells the caves discover vary, but will typically be something associated with their mana color; the black cave might enable you to summon a group of zombies to your position, the red one might enable you to rain down a meteor shower, etc. If you go a full week without casting whatever spell the cave generates, it will fizzle away and be replaced with a new spell.

-- Forgotten Monument -- (100)

(Cave)



A monument left behind by the Komon Winaq, the ancient ancestors of the Oltec, from the time before humanity first touched the surface world. It is a cave which holds ancient power. The mana it produces is devoid of any color and therefore only useful when used alongside another mana source, but it resonates with other caves you've formed bonds with, enabling any of them to generate every color of mana.

-- Volatile Fault -- (100)

(Cave)



An ancient underground temple that has gone untouched for thousands of years. The war on the surface and the opening of Orazca sent tremors deep into the core of the world, creating unstable faultlines on what was once secure ground, putting the temple at risk. Bonding with this land gives you an understanding of the fragility of the lands mages draw power from, and grants you the ability to exploit this fragility, metaphorically tearing open a spiritual faultline. When you do so, you will sever your connection to this land for a month - and in doing so, sever the connections an enemy mage holds to whichever land they hold most dear, depriving them of its power for the same period of time. While your bond with this land is intact, you can draw colorless mana from it.

-- Promising Vein -- (100)

(Cave)



A cave rich in cosmium ore, which resonates with untapped potential. By meditating and performing a ritual which takes about an hour, you're able to alter your connection with the land, changing the color of mana it generates for you. It's only able to generate one color at a time, and you'll need to wait for about a month before you can change it again, but it has the potential to generate any of the five colors - or even colorless mana, if you want colorless, for some reason. You're not planning on summoning Eldrazi, are you?

-- Chuuy Kaaj -- (100)



"The Hanging City", also known as Ban Koj, capital city of the Malamet, a thriving hub of art, life, and culture. Capable of producing both white and green mana.

-- Oteclan -- (100)



Capital city of the Oltec, surrounded by satellite cities. Oteclan represents the Oltec ability to maintain connections in any environment, and is able to produce both red and white mana.

-- Tomb of the Dusk Rose -- (100)



A tomb in which the venerated Saint Elenda slept after bringing the gift of vampirism to Torrezon. Capable of producing both white and black mana.

-- The Great River -- (100)



Countless streams in Ixalan flow into nine tributaries, which flow into the Great River, heart of the River Heralds' surface territory. Capable of producing blue and green mana.

-- Sunray Bay -- (100)



Sunray Bay is the Brazen Coalition's primary port on Ixalan and their largest land-based population center. Never dull and always dangerous, Sunray Bay is a rough-and-tumble frontier town. Capable of producing red and blue mana.

-- Otepec -- (100)



The least populated of the Sun Empire's city-states, Otepec is an alpine city known for its stone temples. Capable of producing red and green mana.

-- Downtown -- (100)



A mining town located near Sunray Bay, formerly run by the Brazen Coalition, now completely overrun by the Mycotyrant's infestation. Its name was suggested as a joke, but the pirates thought it was funny enough to stick, and the mycoids seem uninterested in changing it. Capable of producing green and black mana.

-- Echoing Deeps -- (200)

(Cave)



A strange cave with a small peninsula, leading out to a seemingly endless underground lake filled with carved pillars. The water is eerily still, and when you stare into it, you can see a reflection not of the cave around you, but of your memories of lands you've long since left behind. Aside from the nostalgia trip, this cave is able to mimic the powers of places you have clear, strongly defined memories of, but which you haven't formed mana-bonds with. Perhaps you'll be able to draw mana from these reflected lands, or perhaps you'll be able to draw some other power from them.

-- Cavernous Maw -- (200)

(Cave)



A frightening cave, the entrance of which is ringed with a line of crystal spikes resembling fangs. Aside from being able to draw a bit of colorless mana from it, you can channel the power of this cave into any other cavernous area you happen to come across in your journeys, temporarily conjuring an elemental creature that's capable of bending the cave to its will. The more caves you've bonded with, the more influence this elemental is able to exert over the land around it.

Companions

You receive 100 bonus CP to be spent exclusively on companions.

-- Family Reunion -- (Free)

You may bring in any number of companions you choose, within reason, for free. They will not receive any CP if brought in this way, can not take any perks, items, drawbacks, etc, and aren't affiliated with any faction unless that affiliation was previously established in a prior jump. They're imported as-is and are unmodified.

-- Helping Hand -- (100)

For 100 CP each, you may import or create a companion. They will receive 400 CP to spend on perks and items, may be of any faction, and receive any discounts associated with their faction, but may not take drawbacks, companions, or world modifiers.

-- Canon Character -- (200 - 400)

This lets you choose a canon character from Ixalan to be a companion. You can't choose gods or planeswalkers, or any character who arrived on Ixalan from another plane - they need to be a native of Ixalan. High ranking leaders of any major faction (for example, Mavren, Miralda, Vona, the Emperor, Okinec Ahau, Akal Pakal) cost 300. Elder and Avatar creatures (such as Gishath, Zacama, Ghalta, and the Mycotyrant) cost 400. Pretty much anything else costs 200.

-- Hoatzin Tol -- (100)



An Oltec artificer, capable of producing a wide variety of gnome constructs. While she prefers to make utility focused gnomes designed to improve the quality of life of her people, she's no stranger to military technology, and can adapt her designs to incorporate new technology.
(Human. Has the Cosmium Tattoo perk, a Tinker's Tote, and a cosmium infused dagger. Knows how to make gnomes.)

-- Tegumazan -- (100)



A Malamet warrior poet. It's said that his mastery of the Malamet language can bring even the most stoic of men to tears, but unfortunately, it doesn't translate well and he struggles with other languages. Most of what he says and writes will be incomprehensible if you don't have some sort of omniglot perk. In battle, he uses Malamet glyph magic to empower himself and his allies, and could probably be taught any similar glyph or rune magic you might know without much difficulty. He's also willing to take writing commissions from you, and has few, if any, boundaries.

(Jaguarfolk. Has the Glyph Magic, Sporogenic Safeguard, and Might of the Ancestors perks.)

-- Alejandro de Magan -- (100)



A vampire nobleman from Torrezon, who served with the Legion of Dusk for over a century before retiring about fifty years ago. His montante greatsword is old, but still capable of cleaving a large raptor's head clean off in a single swing. Alejandro has long campaigned for improving the quality of life of Torrezon's human population, and fiercely opposes the Antifex and all those who seek to reawaken Aclazotz.

(Vampire. Has the Exultation, Canonized in Blood, and Protection of the Rose perks, and a cosmium infused montante. It's basically a zweihander.)

-- Kazin -- (100)



A member of the River Heralds who, briefly, worked alongside the Brazen Coalition during the recent war. He's extreme in his hatred of human civilization, even by River Herald standards, and has strained relations with his band due to his vitriolic calls for retaliation. He studied the Brazen Coalition's weapons during his time with them, making him quite handy at crafting explosives, or operating a cannon.
(Merfolk. Has the Chart a Course and Swift Rivers perks, as well as a Glowcap Lantern and an Arm Mounted Anchor.)

-- Blaster Hulk -- (200)



A construct developed by the Brazen Coalition, using stolen Oltec technology. It's a heavily armored golem with an enchanted naval cannon for an arm which converts the recoil generated when firing cannonballs into energy. When fully charged, it's capable of emitting wide bursts of electricity. Mindless and requires direct orders if you want it to do anything, and not really capable of tasks more advanced than shooting things or guarding things.
(Golem. Has no perks or items.)

-- Chak Yaluk -- (200)



A large raptor whose head has a crown of bright red feathers reminiscent of the sun, big enough to comfortably ride upon. Chak Yaluk is believed to be a descendant of one of the former avatars of the Threefold Sun. Whether there's any truth to that or not, he seems to radiate an aura charged with nature's fury. (Dinosaur. Has no perks or items, but passively generates red and green mana you can use.)

Drawbacks

-- REX -- (+200)



Ixalan is home to many dinosaurs, but a few never before seen species have appeared recently. Strange beasts, lacking feathers, and seemingly not native to the plane. Most of them don't seem to be causing any problems, but two species in particular are especially dangerous - the Indominus Rex and the Indoraptor. Indominus Rex are very large, though smaller than some of Ixalan's largest, and incredibly vicious solitary hunters. They're living ecological disasters that slaughter anything in their path, seemingly hunting for sport or for thrill, without even eating most of what they kill. What's worse, they seem able to incorporate the DNA of what they do eat into themselves, growing stronger with each meal. Indoraptors, on the other hand, are incredibly clever pack hunters. Larger than most raptors, but still smaller than most of Ixalan's dinosaurs, and slightly less vicious than the Indominus. Don't lower your guard around them, though - they show remarkably high intelligence for a dinosaur, capable of

using clever group tactics and stealthy ambushes, backed up by a self destructive berserk rage fighting style when necessary.

-- Infested -- (+400)

(Incompatible with Sporogenic Safeguard)



You arrive infected with mycoid spores which will slowly convert your body into a fungal monstrosity. Within a month of your arrival, visible changes will begin to occur, at which point most factions will begin to distrust you. If wounded at this stage, the fungus will attempt to spread to your wounds, quickly healing them at the cost of speeding up the infection. Assuming it progresses at a standard rate, unimpeded by treatment and unaccelerated by wounds, within six months of arriving here, it will reach the point that most people who don't know you will begin to view you as an enemy, and by the end of the year, it will have completely overtaken your body and become completely incurable. You'll retain your mind, identity, etc, but the Mycotyrant and its brood will see you as one of their own, and all other factions will see you as just another mycoid that needs to be destroyed. Treatments for the infection are completely unknown among the surface factions, but the Oltec and Malamet are rumored to know some way of slowing the spread. No way of curing it completely is currently

known, but with enough time and effort, there's some possibility a treatment capable of reversing the spread and preventing its growth may be created.

The infection caused by this drawback also appears to be enhanced by some sort of jumper magic, preventing any sources of infection immunity, treatments, or cures from outside of this jump from impeding it in any way - you'll need to find some sort of treatment for it while you're here if you want to stop it. It's part of the deal you're agreeing to by taking this drawback. While it's possible to become infected through exposure to the spores even without this drawback, the normal infection you might receive that way lacks any of this protection, enabling you to completely ignore it or effortlessly cure it should you have any appropriate perks or items from prior jumps.

-- On The Run -- (+400)



Your faction (or for Drop Ins, a faction of your choice) believes you to be a traitor, enemy of the state, or wanted criminal, and has placed a bounty on you. Most military members of that faction will try to kill or capture you on sight, and civilian members will refuse to help you in any way. The other factions, on

an organized level, won't care much. Individual members of other factions may attempt to claim the bounty on your head, some may attempt to shelter you if they have any longstanding grudges against your faction, while others might not care and just view you as part of your faction regardless of your faction's views on you.

-- All Out War -- (+400)



Whatever peace or newly forged alliances existed prior to your arrival will shatter within the first few months. Every surface faction will quickly be caught up in an all out war for Chimil, with the Malamet and Oltec banding together against them, resulting in absolute chaos. This will severely strain the resources of each faction, and should you be a member of any of them, will cause almost everyone you meet who isn't either a member of your faction or completely unaffiliated to be hostile towards you. Even as a Drop In, people will be unlikely to see an outsider as anything other than a potential enemy once the war begins, so you better make some allies quick if you want to have any at all. Ixalan is known for having centuries-long wars, so don't expect any chance of this ending by the time your jump ends.

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Ending

Go Home:
Does anyone ever actually choose this?

Ten More Years:
10 years just isn't enough time to explore everything Ixalan has to offer. Take an extra 600 CP, and stick around Ixalan for another 10 years, or longer, if you choose.

Next Jump:
Leaving so soon? Dinosaurs and vampires aren't your thing? Well, go on then, another adventure awaits you.

Notes

This is mostly just information for people unfamiliar with MTG.

What are Mana Colors/Lands? How do they work?

Mana is split into five colors, which are arranged in a wheel. Going clockwise from the top, white, blue, black, red, green, and then it repeats from white again. At first glance, the colors seem like simple elemental types; healing and light magic for white, water and ice magic for blue, death and dark magic for black, fire for red, nature for green. But each color also has a deeper philosophical association with it, which are a bit beyond the scope of this document. White is associated with order, civilization, and selflessness. Blue is associated with knowledge and personal growth. Black is associated with ambition and selfishness. Red is associated with emotion, impulse, and freedom. Green is associated with tradition, physical strength, the natural order, and destiny. Each color has some overlap with the colors adjacent to it on the wheel, referred to as its "Allied Colors", and tends to have opposite beliefs to its opposite, or "Enemy Colors". For example, White represents order; Red and Black are both seen as more chaotic. Green represents what is natural; Blue and Black represent what is unnatural, through technology and necromancy, respectively.

Lands are mana sources in MTG. Each basic land type has a color associated with it; plains for white, islands for blue, swamps for black, mountains for red, and forests for green. These land types aren't meant to be taken literally. A forest is a forest, but a park, a garden, or anywhere else that symbolically represents the philosophy of Green or which is dense with nature magic can be a forest. A town can be a plains, because it represents civilization. A factory can be a swamp, because its pollution represents selfish exploitation of the natural world. A boiler room can be a mountain, because it's hot and fiery. Most islands aren't actual islands, just places with a lot of water. And so on.

Can't I just ignore this?

Yeah, if you want to. I enjoy MTG's system conceptually, and I prefer to immerse myself in the magical systems of whatever jumps I play. If you want to ignore it and retain whatever other magical systems you've acquired previously, go ahead. It's your adventure, choose how you want to approach it.

What Are The Blind Eternities?

The Blind Eternities are the space in between the various planes of MTG's multiverse. While the multiverse is officially just called "The Multiverse", in this jump I refer to "planes within the Blind Eternities" to make it clear I'm referring to MTG's multiverse rather than any other multiverse. Basically, any jump in an MTG plane.

Gods of Ixalan

The Oltec worship Chimil, a star at the center of Ixalan's core. Chimil is known as "The Inner Sun" and "The Riven Star", and is the source of Cosmium. Cosmium is believed to be Chimil's blood, or materialized fragments of her soul.

The Sun Empire worships the Threefold Sun, which embodies Red, Green, and White mana. The Threefold Sun is believed to, in fact, be Chimil, or an aspect of Chimil.

The four Deep Gods live within the core, and are worshipped alongside Chimil by the Oltec. Known for having a strong connection to humanity, and manifesting to walk alongside humans. Chief among them in Oltec society is Ojer Taq, associated with white mana. Ojer Pakpatiq, associated with blue mana, is second to Ojer Taq. Ojer Kaslem, associated with green mana, and Ojer Axonil, associated with red mana, are worshipped primarily by smaller orders within Oltec society.

Aclazotz is a demonic bat god of night associated with black mana, reviled by the Oltec. He was formerly a mortal who killed one of the nascent Deep Gods as it was born and devoured it to take its place and ascend to godhood. He is the creator of the plane's vampirism, and even his human followers engage in some vampiric practices. The Ancient One is the spirit of the Deep God slain by Aclazotz. His name has been forgotten to history, but his soul still wanders the caverns.

There's little information available about the Church of Dusk's religion. They venerate Elenda as a saint, but it's unclear if they worship any god or gods. They formerly worshipped the Immortal Sun long before embracing vampirism, which was an artifact created by the planeswalker Azor. Aclazotz is worshipped by a splinter faction of the church, but his worship is considered heretical.

Faction Colors

Each faction is associated with two or more colors of mana. This isn't too important for this jump, but is useful to know what colors of mana you'd need access to in order to cast any magic associated with each faction, or what colors of lands you might commonly find within their territories.

The Sun Empire is associated with red, white, and green.

The Brazen Coalition is associated with red, black, and blue.

Torrezon's various factions, such as the Dusk Legion, Queen's Bay Company, etc, are associated with white and black. Even the Aclazotz worshipping sect retains some white identity, despite worshipping a deity associated purely with black mana.

The River Heralds are associated with green and blue mana.

The Malamet are associated with green and white mana.

The mycoids are associated with green and black mana.

The Oltec are a bit of an odd case. Their representation in the cards focuses mainly on their military and has little of their civilian life, which skews their color identity in game compared to in lore. In terms of lore, they're primarily associated with white, secondarily with blue, and have temples dedicated to red and green, making them a four color faction with a strong emphasis on white and blue. However, since their cards focused on their military, which is part of the red temple, they were primarily associated with white and red, with some blue and no green. Personally, I'd rather view them as a primarily white faction with secondary blue and tertiary green and red, but if you're more interested in the card game's mechanical implementation than their lore, feel free to interpret them as a white/red/blue faction.