Shandalar

V1.0 by Songless

Shandalar, rogue plane, land of magic, where mana flows like water and the arcane is a way of life.

This will be your home for the next ten years, a small part of a vast multiverse with countless adventures, ruins, dangers and opportunities for those with the courage to seek them out… and most of all - *magic*.

Long ago, the mighty Planeswalker Sahrmal, protector of Shandalar, fought a terrible war against the grim necromancer Lim-Dûl. Though Sahrmal was ultimately victorious, the horrific conflict dealt him a mortal blow. As one of his last acts in life, Sahrmal bound Lim-Dûl's spirit to the plane, using it to power an immensely potent planar barrier.

Shandalar lies protected still, the barrier preventing all travel into and out of the plane, sealing it off from the terrible dangers of the multiverse outside.

You will find yourself here as a young mage of unusual talent, your ability to wield the cosmic powers of mana high enough that you could see yourself as a powerful leader… but you are hardly the only one.

Since the time of Sahrmal, five mighty guilds have governed Shandalar - one for each of the five colors of magic. Their lords - the mightiest mages and scholars of the plane - maintain an uneasy peace. Each of the guilds is a rival to the others, though they also work together for common goals.

But in recent times, the guilds have become increasingly corrupt and power-hungry. Corrupted by the planeswalker Arzakon, the Guild Lords are slowly gathering power to themselves, eventually seeking to gain control over all of Shandalar through mighty a magical ritual they were taught by the Planeswalker from beyond the Great Barrier...

You arrive in this world, free to choose your own path in life. Perhaps you'll join a guild, and see if you can turn them away from their madness and back towards scholarly pursuits and study of magic? Perhaps you'll simply live your life, away from the madness of the duels, though the guilds do not look favorably upon unaffiliated mages and may try to force the issue? Or perhaps you'll even rise up against them, saving Shandalar once again from the threats of outside?

Regardless of your choices, your stay in this realm is unlikely to be a particularly peaceful one…

You start on the path of magic with **1000CP** to spend.

Background

Your age and gender don't matter - the call to power comes to all, regardless of who they once were in their past life. Likewise, your race is fairly flexible as well - Shandalar is home to mages ranging from ordinary humans to genies, dragons, and more esoteric beings entirely. Feel free to choose your rough nature, though this choice will grant you little advantage without further Perks to hone your powers. Regardless of which color you choose, you may be either a Drop-In arriving without a history, or the more traditional ‘reincarnation’ style background as you wish.

There are five primary colors of magic you may choose to specialize in, along with a ‘colorless’ focus dedicated to artifice. Your chosen color will determine your initial talents and known spells, as well as which discounts you are eligible for. Though many mages of each color fall into certain themes or stereotypes, like the scholarly or esoteric Blue mage and the wicked, cruel Black mage, these merely form the majority of such groups - you are neither required nor expected to be similar.

Now… choose your nature.

Blue magic holds the power of water, of thoughts and memory, time, and the secrets of arcane lore. Arguably the most complex and difficult form of magic, Blue spells are often hard to use well… but in the hands of a master, few could hope to match their sheer potential. Blue mages possess more methods to manipulate targets and disrupt, cancel, or otherwise interfere with other magics than most other spellcasters put together. At their best, Blue mages are brilliant, insightful and adaptive. At their worst, they are cold, capricious, and utterly uncaring for anything aside from their studies.

White magic draws its power from the plains and the concepts of order and virtue, and is the undisputed master of (semi-) divine blessings, warding magics, and protective powers. From devout knights to mighty angels that serve as a beacon to the weak, White mages are the ones most likely to be treated as classical ‘heroes’ opposing the wicked. However, White magic on its own is neither good nor evil - while White mages at their best are kind, compassionate, and virtuous, their domain also includes obedience no matter the cost - a ruthless, oppressive tyrant would be aligned White more than any other color.

The natural world is the domain of **Green** mages, with its countless beasts and plantlife. As subtle and gracious as a stampede, mages specializing in this form of magic possess greater summoning powers than anyone else, and have more means to draw on magical power than most others. Green magic is also highly tied to life energies, and can be used for healing, temporary or permanent augmentation of a subject’s physical prowess, and various other goals. At their best, Green mages are intuitive, wise, and full of life. At their worst, they are barbaric, suspicious, and nearly feral in terms of personal outlook.

Wild and unpredictable, **Red** magic is born of fire, passion, and unbridled emotions. Making their home in windswept mountains and rugged canyons, Red mages are known for being hot-headed and quick to anger… but likewise, they can be some of the strongest friends a man can find. None can match this type of magic's sheer potential for destruction and chaos, with fiery blasts and lightning storms paving the way for massive dragons strong enough to lay waste to entire armies. At their best, Red mages are compassionate, driven, and rebellious. At their worst, they are violent madmen with a thirst for destruction, completely incapable of considering the consequences of their actions.

Black magic is the magic of the swamps, of darkness and decay, and of all things *wrong* in the world. Necromancy and demonology take a prominent place, and Black mages can spew horrifying curses and taints beyond those in any other color of magic. However, while the vast majority of those who wield this kind of magic are as dark-hearted as the spells they wield, Black magic alone does not make one evil. Indeed, while life-draining curses and zombie hordes may be the first thing one thinks of when considering this type of magic, Black magic also holds in its domain the principles of ambition, personal growth, and the willingness to do whatever is necessary - no matter the cost to their personal wellbeing.

Finally, there are **Artificers**. As the name suggests, Artificers rely on the creation of artificial constructs and tools to accomplish their goals. As much a profession as a style of magic, Artificers are not reliant on any specific color of magic and can often use mana of any color to power their machines. Indeed, few mages become Artificers exclusively - most often, this kind of talent is instead used to support a more standard career in 'colored' magic. A White mage might be guarded by knights fighting alongside the golem-like Yotian Soldiers,for example, while a Red mage might rely on Artifact mana sources to pour greater power into their offensive magic.
Still, while Artifice does not have quite as clearly defined specialties as the standard colors of magic, it is highly flexible and capable of providing an immense amount of utility and power for those who master its intricacies.

The Nature Of Power

While the use of 'cards' as such is merely an abstract representation of this system of magic, the *concept* remains quite valid, and its importance must be touched on to at least some extent for one to understand how magic in this realm is used.
Each spell is a unique, self-contained magical ability that provides the same result no matter how many times you use it (aside from details such as your chosen targets and other variable aspects of the magic in question). That said, spells - in particular summoned creatures and other such 'permanents' - are not entirely *real* as such. A powerful Red mage might summon a *Shivan Dragon* again and again, but each time they do so they do not pluck such an existing dragon from a mountaintop somewhere. Rather, the spell itself is more of an arcane blueprint, the *concept* of a dragon given form and shape through the investment of mana. As such, while the summoned

beast is merely an idealized copy of the original, there is no limit to the number of such spells that one can cast provided one possess sufficient copies of its magical matrix and the required mana to cast each individual copy.

To cast a spell, a mage must *know* it - but this is not as simple as merely having learned it. Rather, by fully realizing a mentally constructed magical 'matrix' of sorts, ready for infusion of mana, a mage can 'memorize' a spell entirely, in all its vast, intricate power, no matter their normal mental faculties, intelligence, or capacity for remembering such vast amount of details. Fortunately, you do not have to rely *entirely* on your memory to maintain your repertoire of spells. Most spells are inscribed into precious gemstones, talismans, engraved plates and other such means of storing information, ensuring that once a battle is over you can readily re-establish any number of such mental matrices and replenish your mental stockpile of magic.

In short: a 'card in your hand' is a magical blueprint you can manifest at a moment's thought, making it real by channeling mana through it to create whatever effect it provides. A 'card in play' is a semi-real magical construct given form and power through the use of mana. A card in your library is one you could potentially manifest but whose magical 'design' is not currently in your focus and, hence, cannot be manifested at the present time. Likewise, a card in your 'graveyard' is a spell that has been spent, at which point you can no longer draw on its magical blueprint for further spellcasting.

- Soul Of A Sorceror (Free)

Most stories in Magic: The Gathering involve titanic conflicts between Planeswalkers, vast dangers that threaten entire planes at once, monsters beyond all mortal understanding… but at the end of it all, each plane is just that - merely another place where people live their lives, and even without a Planeswalker Spark mortals can still achieve some grand things, indeed. Shandalar is no different, and while this Perk does not grant you a Planeswalker Spark (be it Oldwalker or New), you will find that even among the magic-suffused peoples of Shandalar you are one of the few great magelings of the world.

At its most basic, this unlocks your ability to use spells based on 'Magic: The Gathering', using a process not unlike that seen in the game itself. From drawing mana from the spiritual connection to mana-rich lands to casting fireballs and other spells to the summoning of mighty warriors and monsters, you can do it all - though your skill at such things, like many others, will depend on your experiences and studies.

Maintaining focus upon a magical matrix as complex as that used to store spells is exceedingly taxing, and without other powers to lessen the strain few mortals can hope to maintain more than seven or so spells at any given time without having to release them from their minds (permanently in most cases). However, like other mages you now have an effectively unlimited capacity for learning and remembering magical effects using this system.

Just remember: establishing a suitable mental hold over additional spells you could theoretically cast is a somewhat unpredictable process - in most cases it's impossible for a mage to predict exactly which spell they will draw from the maelstrom of arcane power within themselves. To be truly effective, you may have to add or remove magical spells from your subconscious potential as

needed. That said, you may be able to find solutions for expanding the number of spells you can harness at once in other worlds - and some spells and abilities in Shandalar can help with this process as well.
You have fully realized this ability to internalize and use magic, including the effectively perfect recall necessary to maintain such focus and the mental multitasking needed to keep a variety of spells at the forefront of your thoughts while *also* paying attention to the kind of pitched, chaotic battlefields most mage-duels result in before long. You are not the greatest mage on Shandalar, at least not just with this… but there is nothing stopping you from reaching such lofty heights, either.

- Heart Of A World (Free or 400CP)

Mage-duels in Shandalar are things of great beauty and terrible power, the mightiest wizards unleashing *and* surviving blasts that would rend apart a Wooly Mammoth several times over. Yet the secret to their survival is not physical might or resilience - like many other aspects of battle in Shandalar, magic is the source of these magicians' unearthly endurance. Rather than weathering blows directly, each mage has the innate ability to protect themselves using specially-prepared 'Mana Links'. Not dissimilar from the mana bonds that mages use to draw on arcane energy to fuel their spells, these links are instead used to create immensely powerful defenses to keep a spellcaster safe from harm. Most major spellcasters you might meet here have such defenses, ranging from barely sufficient to survive being struck by a Lightning Bolt to the near incomprehensible resilience of Arzakon himself. Now, you too can form such links - each of which requires a location rich in mana to establish. The more you acquire, the more difficult you are to kill, though keep in mind: as each location fuels your defenses, an enemy breaking your hold over such a place will weaken you as well.
You receive this power for free during your time here, starting with the equivalent of ten 'life points' regardless of any further connections you make, and allowing you to form Mana Links with most locations on Shandalar. For an additional 400CP, you may continue to form such bonds in future worlds, though in all cases you cannot retain a Mana Link to a location in a different jump than you are currently in.

- Knowledgeable (50CP)

The number of spells known in the multiverse is beyond count, and new ones are discovered (or *recovered*) on a daily basis. But finding the more rare or powerful effects can be difficult - many mages guard their mightiest magics with fevered dedication, and long-lost arcane lore is often only found at the bottom of dangerous magical ruins and tombs. But that doesn't mean such knowledge is entirely unavailable. With each purchase of this Perk, you may gain mastery of a single spell seen in the Shandalar game, from the most common sorcery to the most rare arcane ritual. You can initially memorize and prepare a single copy of this spell, and do not need to use talismans, runes, or other such methods to re-memorize it, being able to do so through sheer mental ability. You are not forced to keep it memorized, nor are you forbidden from expanding the number of times you can do so with whatever methods you have available to you.

- Spell Mastery (100CP, requires Knowledgeable)

Representing a level of insight and competence in a specific spell surpassing that of even other mages, each purchase of this Perk allows you to maintain one spell acquired through 'Knowledgeable' within your mental focus regardless of any other limitations you might otherwise have, including the minimum amount of magical power needed to manifest it. Essentially, this ensures you *always* have your first copy of this spell ready at the start of a battle. This means you'll be able to manifest it within a moment's notice, eliminating any potential difficulties with the semi-random process of acquiring spells in your mental focus and the need to draw mana from lands or other sources to fuel this spell's casting.
This spell does not interfere with any other spells you might try to bring into focus, and while an enemy's spells might disrupt the necessary focus for lesser magics, your mastered spell cannot be 'discarded' in such a way unless you permit it.
In addition, you receive an additional three copies of this spell as if you gained them through 'Knowledgeable', though these copies do not gain the same benefits and must be 'drawn' and used normally.

- Spellwright (100CP or 300CP)

As you may recall from earlier, most spells are stored in specially-prepared runestones, gems, carved talismans and other such forms of storage media when not in use by a mage. Crafting such trinkets by inscribing spells you know is not a trivial task, and this process can take a long time to learn - let alone master. Nonetheless, it is a critical skill for those seeking to trade in magic or expand their repertoire of spells… and now, you too possess it. For the 100CP version of this Perk, you gain the ability to make copies of any Shandalar spell you know, using a wide variety of different techniques. The process takes time, magical power, raw materials and arcane reagents, with the exact difficulty depending on the power and complexity of whatever spell you seek to craft. That said, you are guaranteed to find the kind of suitable reagents or materials that are necessary for the creation of an inscribed spell in any future worlds you might find yourself in.
For a total of 300CP, this ability is further enhanced. Not only can you now copy any of your known Shandalar spells, but you also gain the power to convert magical effects from other systems of magic into variants that can be used with Shandalar's style of magic… as well as, potentially, the reverse. Perhaps you know of certain arcane rituals or potent magical artifacts that might come in useful when powered with the might that comes with wielding *mana*?

- The Spoils Of Victory (200CP)

Most mage-duels in Shandalar still obey one of the old rules - each combatant must risk part of their magical knowledge in a fight, and the winner will claim the offered spells as their prize upon their victory. But Shandalar is but one place of many, and in the countless worlds you might visit in the multiverse one cannot rely on such gains… except *you* still can. Any time you emerge victorious in a fight, you will receive a new spell of some kind to commemorate your victory. This is not a spell taken directly from your opponents as it would be during Shandalar's mage-duels, rather it is a sudden burst of insight that provides the reward.
The nature of your new arcane knowledge is thematically appropriate for the battle you fought. Defeating a mighty dragon could see you learn a new spell that emulates that dragon's fiery

breath, for example, or you could even master a new summoning ritual to create a magical copy of the dragon to fight on your behalf.

- Manifestation (400CP)

The volatile nature of mana means that even the effects of spells that are considered *'Permanent'* are not truly so. Though long-lasting to the point a battle will be long over before a spell collapses, very few mages are capable of sustaining a spell indefinitely once cast. Those who try quickly falter under the mental and arcane strain the attempt would inevitably involve. But that is not to say it's impossible entirely. Rather, converting the semi-temporary effects of, for example, a summoned creature into a *truly* permanent magical servant or bodyguard is possible with sufficient time, effort and mana. You have learned this process as well, and can now convert any spell you know into such a permanent state. Doing so will require lengthy rituals and vast amounts of power even for the most basic spells, and you'll rarely be able to do so without at least several days of preparation. However, the investment can be very worthwhile - being able to start a mage-duel with a White Knight, Hypnotic Specter or Mana Flare enchantment to bolster you can be a major advantage compared to starting with nothing, for example.
Do note, however - once made permanent such 'spells' will only partially lose their innate nature as a magical effect. They retain their vulnerability to effects that might otherwise affect them, including those reliant on their nature as a magical spell (such as a Control Magic spell).
These permanent copies will not automatically reform once destroyed any more than their temporary variants do, and each must be made anew if lost in battle or otherwise destroyed - they cannot be 're-cast' like their original, temporary blueprints can be. That said, there is no limit to how many you may craft: you do not 'lose' the original spell, merely using it as a blueprint for the creation of your permanent creature, artifact, enchantment, or whatever else you decide to manifest.

The Colors Of Magic

Blue

- Meticulous (100CP, free for Blue mages)

The life of a scholar is one of cautious progress, slowly and inexorably moving towards genuine insight. You have the mind of one, granting you an immense amount of patience as well as solid planning and organizing skills to make use of that time. Though learning the true power of magic can take countless years, you'll be ready for it.

- Primordial Shackling (200CP, discounted for Blue mages)

The elements form the basic building blocks of reality, and any who seek to master magic would do well to understand their intricacies. You've mastered the use of elemental magics, and can easily shape raw mana into minor elemental forces even without the use of pre-defined spells. Furthermore, you find that handling other types of elemental powers, from Elemental Blasts to disrupt opposing spells to the summoning of Air or Water Elementals, is considerably easier for

you. Any magical costs for such effects, be they based on Shandalar spells or other forms of magic, are somewhat reduced, and the resulting effects are more powerful than they otherwise would have been.

- Temporal Adept (400CP, discounted for Blue mages)

Time is a fickle and unpredictable thing - just because most people do not directly sense it beyond 'then' and 'now' does not mean there is far more lurking beneath the surface… Blue magic is one of the only styles that regularly involves itself with the manipulation of time, and you are a true master of such magics and abilities. From the most basic 'Unsummon' effects to unmake ongoing magical effects on up to magical maelstroms that rewind time across an entire battlefield, you will find that casting and developing spells harnessing this potent resource is much easier for you. Your talents also allow you to detect anyone *else's* alterations to the timeline, and though you might need to investigate to learn more details, you'll usually be able to figure out what was changed and where the source of the disruption is - not to mention how to undo the effects.

- Esoteric Cancellation (600CP, discounted for Blue mages)

Though all colors of magic study the workings of power for their own ends, Blue mages alone study magic for the sake of *magic*. The underlying principles of spellcraft and magery are far too complex and mystifying to be grasped by one studying only one color of magic… but some commonalities *do* exist, and you've learned how to use that commonality to your advantage. By directly opposing the magical power of a spell as it is cast, it's possible to disrupt its structure before it can fully take hold in physical reality - and with enough power, it can be negated entirely. Through this process, a substantial investment of power on your end allows you to essentially prevent *any* spell from being cast, sending it fragmenting into the aether before it ever fully forms. The process becomes increasingly simple the greater you understand both the system of magic that is being used and the exact spell itself (so trying to blindly Counterspell an effect is very difficult if you don't know what the spell is trying to achieve), but while you'll always need *at least* an amount of magical power to match the total power of the spell or ability you attempt to negate, the process can be adapted to other systems of magic as well.

White

- Valorous (100CP, free for White mages)

'Know Thy Enemy' is an important principle in combat, and you exemplify the teaching in all that you do. You are an expert at countering a single, specific strategy or style of magic at a time, and this focus allows you to gain a sizable advantage… but only against those who meet your expectations. A well-timed Circle Of Protection attuned to your foe's main source of magical power can provide protection against even the mightiest monsters they might call to battle, but it is wholly useless against a spell of the wrong 'color', after all.

- In Shining Armor (200CP, discounted for White mages

You know who you are and what you stand for, and this resolve shines through in everything you do. You are guaranteed to never drift away from your true self no matter your experiences, though

you will still learn from your history. You will not lose your connection with your humanity no matter the amount of power you accrue, nor abandon your values and goals due to the passing of time unless you *choose* to do so.
Even outside forms of manipulation such as mind-rending spells or insidious, corrupting influences will be substantially weaker when used against you.

- In One Name (400CP, discounted for White mages)

White mana draws from order and virtue, and those who master it stand as part of a perfect, absolute hierarchy. Any being you summon through magic, be it using the spells found in Shandalar or through other methods, is guaranteed to come into being or arrive such that they are unfailingly loyal to you. No magical spells will wrest control of them away from you, no treachery or trickery will befall you unless you blatantly act such to deserve it, and even the most righteous and authoritative lords will find their commands unheeded by those under your command if they conflict with your own, stated, wishes.

- Grand Host (600CP, discounted for White mages)

White mages draw upon the power of light and virtue to burn away all those who would threaten their servants, conjuring vast armies of noble warriors and exalted beasts to serve them. But more than that, White magic is one of the most effective styles when it comes to augmenting large numbers of units into an even more potent fighting force, as seen in enchantments such as 'Crusade'. But you… you are truly a commander of legend. Those who follow your leadership will find their morale soaring, their combat prowess strengthened, and every ally that fights by their side will infuse them with greater power. The greater your army, the mightier each soldier and knight within it becomes, though each must still fight in the same battle - or at least the same *battlefield*. Though the effect does not grow linearly (adding a single soldier to a thousand-strong legion is not going to make as much of a difference as increasing a squad from two to three knights), there is no upper limit to the effect.

Green

- One With The Wild (100CP, free for Green mages)

To be a master of Green magic is to be a part of the natural world… but though you stand among them, that does not mean you are nothing but an animal. The wild recognizes your power and your connection with nature, and you'll find that wild animals, dangerous plants and even the terrain itself is far less likely to harm you. Though they can still be turned against you by hostile mages, and supernatural and intelligent beasts might still oppose you for their own reasons, the natural wilderness will ever be your friend… or at least indifferent.

- Wellspring (200CP, discounted for Green mages)

The natural world is a world of untamed competition, of wild power, and perhaps more than any other: a world of *life*. Green mages know this principle well, and now you too have mastered the ebb and flow of vitality. Your efforts at mending wounds through regeneration or infusions of raw life force are vastly easier and more effective, and you have even learned how to bring forth new

life and awareness from the world around you, such as transforming soil into mighty elementals or animating entire forests into armies of bark and wood.

- Might Of Nature (400CP, discounted for Green mages)

The wilds of Shandalar are home to beasts of terrible power, and those who master the raw, untamed wisdom of Green magic know to draw upon this power. Any creature you summon into being, be it through the use of Shandalar's magic or through some other method, has its physical might greatly increased. Though all such creatures are improved, this ability is most effective when used with summoned servants that are wholly 'natural', potentially granting them twice the strength and resilience they would otherwise have had.

- Primal Power (600CP, discounted for Green mages)

Mana is power, and power is life. This is not a universally accepted truth, but even the Black mana of brackish swamps still hews to this principle to an extent. Consequently, the mage with more mana holds more power… and is more likely to *stay* alive, regardless of how they wield it. This Perk grants you no additional means of using such power, but your mastery over the wild, untamed forces of magic have granted you a *major* increase in wielding power nonetheless. Whenever you draw upon any source of magical power, whether it's a bonded land flush with mana, a magical artifact of some sort, or even innate magical forces never seen on Shandalar, you can draw twice as much raw power as you could before, without any restrictions or downsides. Your immense talents at channeling such vast quantities of energy also grant you complete immunity to the so-called 'Mana Burn' lesser mages might experience if they lose control over their unspent mana, and may even aid against similar problems you might face elsewhere.

Red

- Stormwalker (100CP, free for Red mages)

The howling peaks and canyons that become focal points for Red mana are as capricious and unpredictable as the maddest kings. To harness Red magic, one must know how to handle such surprises, and you have learned this lesson well. You are exceptionally capable when it comes to handling sudden surprises, chaotic environments, and unpredictable results from spells… especially your own. Mentally 'switching track' when events occur differently than expected is trivial for you, and the more a battlefield descends into chaos, the more you'll find that where others struggle to stay in control, you'll simply embrace the anarchy and *thrive*.

- Annihilator (200CP, discounted for Red mages)

Red magic is the magic of change, of power, of *destruction*. Is it any wonder, then, that your offensive magics are so potent? All your spells which deal damage of some sort are noticeably more potent, causing more grievous injuries, reaching greater areas of effect, and all without any additional cost in terms of mana (or other power) necessary to manifest them. Where once you might have sent a lightning bolt to skewer a mammoth, now you'll send a blast of electricity that would fell an angel or even a dragon with a single blow.

- Fiery Soul (400CP, discounted for Red mages)

Vast conflagrations, earthquakes that turn the very ground beneath one's feet into a lethal trap, flashfires and infernos beyond mortal comprehension that leave nothing but ashes in their wake… Red magic is home to some of the most magnificent spells of wide-spread destruction. But those same spells are often self-destructive, leaving you at their mercy as much as they might pummel your foe into submission. Except your insight into the raw power of chaos and fire have given you a measure of control over such spells - and any others with similar consequences. You are effectively immune to all 'collateral damage' caused by your magic, and your followers and allies are likewise protected - if to a lesser degree. Though you might set the world ablaze in your wrath, you shall walk through the flames untouched and unyielding.

- Overwhelming (600CP, discounted for Red mages)

Let cowards hide behind their rules and limitations, uncaring of the potential within. You have left behind the shackles of more disciplined magics, and when you reach for true power, the spells within your grasp *will* follow. You have the unique ability to strengthen any magical effect you can manifest by infusing it with additional arcane power (such as mana) for greater potency. Pouring double or even triple the ordinary mana costs into a Stone Rain spell might see it devastate a hostile mage's magical bonds, a summoned Ball Lightning grows ever mightier as you pour power into its being, and even the humble Shatter spell could be turned into a violent explosion as the excess mana combusts. Let no limit restrain you, for in the power of Red magic, you are set free.

Black

- Whispers (100CP, free for Black mages)

The knowledge of man can fill a thousand books… but the knowledge of those beyond the veil can fill a thousand *more*. From ancient tombs to binding spirits from the afterlife, from demonic contracts to vile experimentation, you have a knack for finding usable knowledge… especially the kind of knowledge that more weak-willed or hypocritical people might consider 'forbidden'. As a side-effect, you are also quite accustomed to protecting yourself during such risky endeavors, and while there's no guarantee the reward is worth the risk, you'll usually survive to enjoy the spoils… or at least get away before things get *too* dicey.

- Bone King (200CP, discounted for Black mages)

Death is many things. A terrifying prospect for cowards who cling to safety, an idea considered 'evil' and 'wicked' by countless fools… for you, it is a tool to be used. Necromancy is rarely seen as a noble art, though on Shandalar the presence of the Black Guild at least ensures few will judge you openly. You are a master of such magics, capable of raising the dead, snuffing out an enemy's life or even draining their vitality to restore your own health with an ease and effectiveness that would strike fear into all those who face you.

Furthermore, your mastery over death and undeath have given you the means to extend your own existence beyond that of mere mortals. *Existence*, not life. Because much as the power of death can bestow great magics upon a practitioner of black magic, so too can undeath grant versatile

and potent boons. Provided you die in such a way you rise as an undead creature, such as falling to a vampire's draining bite or ending your life in a ritual suicide to complete a transformation into a Lich, your 'death' will not count as such unless you will it - ensuring your chain does not end with your untimely demise until it is *truly* your demise… and not just another step on your journey.

- Paid In Blood And Agony (400CP, discounted for Black mages)

Many of the most powerful Black magics carry a price beyond mere mana. Contracts with demonic entities or drawing upon the power of undeath can often cost a mage a portion of their life force, and even the mana-fuelled echoes of such acts carry similar prices. Likewise, a Lord Of The Pit will not stay loyal for long if not fed… and if you can't sacrifice other creatures under your command, it's quite happy to take a Wurm-sized bite out of *you*. But though everything has a price, that doesn't mean you *have* to pay the toll in such a way. Though you cannot simply ignore such debts, you have the unique ability to pay costs with anything else of equivalent 'value'. Where before you might have been forced to bleed yourself dry for an edge in battle, now you could instead sacrifice a portion of your knowledge, another creature's life, or perhaps even pay the toll through a vast expenditure of mana instead. The 'price' will be based on what your debtor considers valuable or not, but they will not try to cheat you out of more than they are due.

- Eldritch Madness (600CP, discounted for Black mages)

Black magic offers knowledge unheard of by any other mage, but just as it grants such insights, so too can it take them away. Black mages are the undisputed masters of memory erasure, inducing madness and hallucinations in a target, and other such forms of psychic attacks to rend apart a victim's very identity. You know such spells well, but more than that, you have mastered madness to a level unheard of. By channeling your power into your summoned creatures, your allies, or even your very own touch, you are capable of rendering those augmented in such a way into embodiments of mind-rending insanity. Much like the terrifying Hypnotic Specter, each blow delivered while under this effect will lash out against a target's mind, memories, and identity, until nothing remains but a broken shell. Though maintaining such effects takes substantial amounts of mana even for relatively small numbers of servants, the results are truly terrifying, and enough to make any mage who knows of your abilities quiver in fear… until even *that* knowledge is lost.

Artificer

- Predictive (100CP, free for Artificers)

Though all magic is dangerous to the unskilled and unaware, Artifacts tend to fall in a realm of their own when it comes to dangerous side-effects and risks of use. Indeed, an Artificer who misuses their resources might end up with a squad of golem servants unable to move without additional infusions of mana, and let's not even *start* with items of power that can become dangerously unbalanced until they literally drain the life out of their creator. Your keen insight into costs and benefits give you the necessary skills for evaluating when any such risk is worth the cost, because no matter how self-destructive an object might become or how much investment of power and effort is needed to maintain a strategy… sometimes, it *is* the right way forward, and you'll know it.

- Builder's Hands (200CP, discounted for Artificers)

Finely wrought metal filigree, carefully carved stone facades, clockwork machinery of a complexity that defies common understanding… to be an Artificer is to master each of these, and before one can build magical artifacts one must first know how to *build*. You are a gifted craftsman, engineer and designer, capable of developing new schematics for items as small as jewelry or as big as a Colossus Of Sardia. This skill is as applicable to spellwork and design as it is to 'real' objects, and you'll find it's likewise easier to combine artifice with other forms of magic.

- Untainted Artisan (400CP, discounted for Artificers)

A possible problem with creating self-contained artifacts to wield magical abilities is that they are often universally usable - even by your foes. Some might infuse it with organic parasites that channel life-force to heal them from damage you inflict, others might seek to take control of them to turn your creations against you, and there are countless other dangers involving others seeking to twist your creations against their purpose. You have studied these effects in great detail, and you have resolved to *never* allow your works to be corrupted so. You gain insights into the fundamental workings of anything you build or design, allowing you to modify their schematics or function in such a way they will resist any outside influence. Controlling magics and other enchantments slide off their workings like water off a stone, corrupting or parasitic entities will find no purchase, and while this does not prevent your creations from being damaged (or destroyed outright), even such damage will not introduce vulnerabilities like one might otherwise expect.

- Mana Mastery (600CP, discounted for Artificers)

There are many artifacts of fame, beauty, and exquisite craftsmanship… but the most well-known of all each had a single purpose - to provide unmatched raw power to those who mastered their intricacies. From the magnificent jewels known as the *Moxes* to the near-mythical might of a *Black Lotus*, a master Artificer can draw upon arcane power with a speed and efficiency unmatched by near any other mage. Now, you are a savant in the field of creating artifacts to generate, manipulate, or alter the flow of power. Whether it is creating alternative sources of mana such as those mentioned before, storing it for later use in powerful capacitors or vaults, or even converting other forms of energy into one or more types of mana (or the reverse), your mind is filled with ways to manipulate the energies of the cosmos through the items you craft.

Treasures Of The Rogue Plane

- Basic Deck (Free)

All mages start with the basics, no matter how… lacking in spectacle they might be. You receive a collection of moderately useful spells suitable for your magical specialization and purchases in this jump. Including a variety of summoned creatures, enchantments, sorceries and other such temporary effects, as well as a number of mana bonds to lands rich in mana, it's everything you need to get started and sufficient to have at least a beginner's chance in any mage-duels you

might find yourself in. That said, you may wish to look for better spells and other improvements, as this collection on its own won't be enough to excel.

- Bonded Lands (variable cost)

Every mage starts with some basic lands they possess a mana bond with, allowing them to draw on this mana for magical effects provided they can establish the bond itself. However, that doesn't mean everyone should satisfy itself with merely the 'basics'. You may spend 50CP to gain one copy of any land seen in Shandalar, from the humble Forest to the magnificent Library Of Alexandria and anything in between. You may also spend 150CP for a set of five lands of your choice (these do not all need to be the same type).
Mana bonds from lands purchased this way can't be destroyed by hostile mages (using effects such as Stone Rain or Sinkhole), though they otherwise act as any other land you might establish a magical bond with.
In future worlds, you will find yourself the owner of a stretch of terrain with the same nature as the lands you bought here, ensuring you can maintain bonds with these lands even after leaving Shandalar.

- Sword Of Resistance (50CP, free for White mages)

This magnificent blade is quite suited for close-quarters combat, but its true power lies within. The Sword Of Resistance allows its wielder to gain an innate sense of who (or what) needs protecting, with the range increasing the more severe the threat or the larger the number of potential victims. You might become aware of a woman being chased by a carnivorous troll from a few hundred yards away, while an entire city under siege by malicious sorcerors might be felt from halfway across a continent. Only the most urgent or severe target will be known to you, but you need not stand by helpless and unable to act. For once you are aware of any target, the blade can be activated to instantly teleport to or near the target, ensuring you can personally aid in its defense (if you wish) regardless of the distance you would have had to cover otherwise.
The Sword Of Resistance can be used once per day for free, and can be recharged instantly by spending a White Amulet (such as from the 'Jewelry' or 'Gemcutter' options below).

- Ring Of The Guardian (100CP, discounted for White mages)

A simple silver band adorned with a precious gem of unknown origins, the Ring Of The Guardian is a powerful magical artifact. Built in ages past to harness and stabilize vast amounts of magic, the ring has proven exceedingly capable of fortifying wards, barriers, and other such defensive magics, be they spells woven in Shandalar's magical traditions or similar kinds of power found elsewhere. Though the ring can only be attuned to a single such effect at a time, the potential impact is *vast.* If attuned to Shandalar's Great Barrier itself, the ring would strengthen this mighty ward until it is half again as resilient as before, and weaker effects might find even greater comparative advantages.
Each enchantment or barrier can only be supported by one ring, and each ring can only attune to one such effect at a time.

- Leap Of Fate (50CP, free for Blue mages)

This meticulously carved sapphire seems to flicker and shift out of the corner of your eyes, hinting at its otherworldly nature. Imbued with the essence of unpredictability and escape, the so-called 'Leap Of Fate' allows its user to escape almost any predicament. When activated, the user will experience an immensely powerful teleportation effect, transporting them to safety in an instant. This effect will pierce any kind of barrier, ward, restraints or other method that might be used to prevent your passing… but the inherent randomness of the magic that the stone uses to achieve this freedom means that predicting where *exactly* you'll arrive is effectively impossible.
The Leap Of Fate gem can be used once per day for free, and can be recharged instantly by spending a Blue Amulet (such as from the 'Jewelry' or 'Gemcutter' options below).

- Tome Of Knowledge (100CP, discounted for Blue Mages)

This large, iron-bound spellbook is a repository of knowledge unmatched on Shandalar. When attuned to a user, the tome will form an exact copy of the user's sum knowledge, made avaiable with great ease. Though the most immediately beneficial use of this tome is in the fact it allows a user to more effectively organize their thoughts and, hence, expanding how many near-identical copies of spells they can keep track of, it also provides lesser boons. After all, as a repository of knowledge, it would not do to remain out-of-date. The book automatically updates itself as you learn new things or simply experience life, and unless the Tome Of Knowledge is later attuned to a different user, it will never *lose* any of its knowledge. Should you fall victim to a mind-rending spell or experience an unfortunate bout of amnesia, you may be able to use this book to restore that which you have lost - and the transfer of knowledge is instant in both directions.
The tome cannot be used by others without your agreement, so you need not fear your secrets being revealed within its pages… unless you wish it, at any rate.

- Quickening (50CP, free for Green mages)

A small cup crafted from still-living oak, drinking from this item will grant the user an immensely potent burst of vigor. You will be able to move significantly faster, though this manifests less as superior reflexes and more the ability to sprint at full speed without slowing. The effect lasts for about three hours, and completely eliminates physical fatigue in the user while it is active. The Quickening cup can be used once per day for free, and can be recharged instantly by spending a Green Amulet (such as from the 'Jewelry' or 'Gemcutter' options below).

- Fruit Of Sustenance (100CP, discounted for Green mages)

This simple, apple-shaped brooch is in actuality a potent magical item. Rather than causing any direct effects, it instead bleeds magical energy into the environment around the wielder. This energy allows fruits and other vegetation to thrive regardless of local conditions, though after you leave the area there is no guarantee they will endure without the brooch's support.
These plants are guaranteed to not only provide nutritious sustenance, the food they provide will always fit the tastes of whoever bears the brooch. The brooch ensures sufficient food on your path to feed three adults, provided they do not over-indulge, though you'll find the amount increase if your own form requires more food than ordinary humans.

- Thunderstaff (50CP, free for Red mages)

This ominous iron staff crackles with barely-contained lightning, hinting at its purpose without so much as a shred of subtlety. When activated, a Thunderstaff creates a roiling mass of lightning and arcane energies, which will seek out your nearest foe with blazing speed, traversing even miles of open terrain without dimming. Upon contact, it will explode into a violent conflagration of lightning, fire, and unrefined Red mana, the thunderous inferno powerful enough to eliminate weaker mages outright and deal enough damage to send more powerful ones retreating.
The Thunderstaff can be used once per day for free, and can be recharged instantly by spending a Red Amulet (such as from the 'Jewelry' or 'Gemcutter' options below).

- Dwarven Pick (100CP, discounted for Red mages)

Rough but highly effective, this pick serves as far more than merely a mountaineering tool. Whoever holds this pick will find themselves with a sixth sense for traversing rough or difficult terrain, finding the easiest paths and safest routes available with little difficulty. Furthermore, the Dwarven Pick protects the bearer from many environmental hazards, such as avalanches, snowstorms or even the scorching heat of a half-cooled lava flow.

- Conjurer's Will (50CP, free for Black mages)

Proof of the concept that only *power* equals power, this pitted iron crown can be a spellcaster's greatest ally… or worst enemy. Ordinarily, mages in Shandalar need a not inconsiderable amount of time to prepare and modify the arcane powers they can draw on 'in the moment', but the Conjurer's Will allows this process to be completed instantaneously - enabling a spellcaster to exchange or alter vast amounts of their magical preparations at once. The crown can likewise be used to replace any similar magical or supernatural preparations for abilities you possess, though keep in mind: it merely swaps out one option for an equivalent alternative. It does not grant you any additional power directly. After all, all things have a price.
The Conjurer's Will crown can be used once per day for free, and can be recharged instantly by spending a Black Amulet (such as from the 'Jewelry' or 'Gemcutter' options below).

- Swamp Dragonfly (100CP, discounted for Black mages)

Black mages are often found in the foul, dark bogs and fens of Shandalar, but such an environment is often unsuited to research and travel. This elegant pendant, shaped like a dragonfly, grants the wielder a number of protective effects to make their time in swamps and other such terrains more bearable. It guarantees firm footing even in half-flooded marshlands, wards away any mosquitos, leeches and other such pests, and it even makes the bearer completely immune to diseases as well as nausea or other problems caused by the scent of their surroundings.

- Sleight Of Hand (50CP, free for Artificers)

These ordinary-looking but high-quality fine leather gloves are as suited to the trade of con-men as they are to more honourable professions. When activated, the gloves allow you to reach into your pocket, a bag, a similarly small-ish container, or even just close your hands and pull out… *something* that you shouldn't have had before. Though it does not create such items 'ex nihilo', the gloves can be used to reach into your Warehouse or any other such property to acquire

whatever item you need or have access to. The effect itself is entirely untraceable barring direct observation, making it quite useful for tricking people. You could use it to swap an item in your hands for one in your Warehouse, swap a copper coin for a goblin-craft grenade, or even switch around the offered spells for your 'Ante' in a mage-duel… all without anyone the wiser until the switch is completed.
The Sleight Of Hand gloves can be used once per day for free, and can be recharged instantly by spending an Amulet of any color (such as from the 'Jewelry' or 'Gemcutter' options below), though you cannot use two Amulets of the same color in a row.

- Haggler's Coin (100CP, discounted for Artificers)

This ancient coin is made of minutely engraved brass, thrumming with subtle but potent power. Anyone holding it will find themselves with a remarkably useful blessing: they are considered or treated as a trusted customer no matter where they are, even if they have never been to a store before. This most commonly manifests as granting you access to a wider range of goods and items for sale, though you might also find yourself with better prices, complementary 'freebies', or any number of other boons, depending on the store in question.

- Jewelry (50CP)

Though most kinds of magical power in Shandalar take the form of the various spells and artifacts used by its mages, there is also a long-standing tradition of infusing gemstones with magical power to create 'amulets' suited for a variety of purposes. For example, White amulets are most often used in a ritual to teleport to a distant beacon - typically a town or city that is under attack by hostile forces. Amulets can also be traded for coin or, occasionally, for spells, and there's likely plenty of other uses you'll be able to find for such highly-condensed stores of magical power.
With each purchase you will receive one amulet of each of the five colors per week, to use as you see fit.

- Arcane Bazaar (200CP)

Forming a loosely organized collective of artisans, magewrights, scholars and other such adepts of the esoteric arts, Arcane Bazaars are some of the most densely concentrated magical communities on Shandalar - each focused solely on the trade and acquisition of magical knowledge. You gain access to this kind of wondrous marketplace, either by easily finding one in the wilderness of Shandalar should you seek it, or through a newly created portal located in your Warehouse. The bazaar offers a vast array of spells to any magician willing to trade… but their prices are often *very* steep, especially for more powerful magics, and even these mystical places don't hold access to every spell developed. Some of the most ancient, rare and powerful spells will need to be acquired elsewhere. Of course, you can also sell your own spells here for a decent bit of coin, since the scholars here are always looking for more arcane lore.
You retain access to the Bazaar through your Warehouse in future jumps, and the scholars living here will continue to develop new spells and effects as you travel to new worlds.

- Gemcutter (50CP, requires Jewelry and Arcane Bazaar)

Rather than relying on a steady but limited supply of amulets, this upgrade further expands your options in terms of both acquiring and using amulets. You now gain all the various teachings and lore necessary to craft your own amulets, and you can now find a Gemcutter's Guild within the Arcane Bazaar. Offering similar kinds of magical lore and spells for a fee, the Gemcutter's Guild does not trade for coin - rather, it buys (and sells) magic in return for amulets.

- The Depths (200CP)

Do you remember how unusually rare, old, or otherwise exceptional spells are almost never found for trade anywhere? That's because most of the magical lore of that calibre is only found in places like *this*. Formed from the bleak ruins of past civilizations and infused with magical power beyond reckoning, so-called 'dungeons' are some of the most dangerous locations on Shandalar. Filled with powerful enemies, each of which is further backed with magic that pervades the entire dungeon, for one to merely get close enough to *see* the treasure vaults in the distance is already an accomplishment. And those who fail will be lucky to leave with their lives, a heavy tithe of magical lore or power the only thing staving off annihilation.
With this purchase, a ruined archway will be found in your Warehouse, which will lead to a dungeon not unlike those found on Shandalar. Entirely unpredictable, no two visits to the swirling ruins beyond are ever the same… but likewise, it will never run out of potential treasures.

- The Grand Barrier (600CP)

The Rogue Plane is kept safe from extra-planar intrusions and threats by a planar barrier of immense power, formed by Sahrmal ages ago and maintained by the imprisoned spirit of the necromancer Lim-Dûl. Barriers possessing this level of power are mighty enough to bar access even to Planeswalkers - arguably the most powerful individuals in the multiverse - unless it is broken from the 'inside'. And now… now you know this ancient and lost art, and are capable of building new barriers similar to the one protecting Shandalar. Each of these barriers will prevent *all* magical effects from passing through, and seals the warded area off from any kind of interdimensional travel (but not communication) regardless of method or underlying principles. Typically anchored to either an immensely powerful enchantment or a mighty artifact, the size and power of these barriers depends both on their design and, most importantly, their source of power. Though the spirit of Lim-Dûl is chained to maintain the Grand Barrier, lesser sources of energy might be suited to protect individual cities or other such modest points of interest. You will need to find your own means to power any barriers you establish, though… and though you're not forced to use a necromancer's soul, you'll still want to find something *potent*.

Companions And Followers

- Arcane Allies (variable cost)

Magic is power, but even the mightiest mage needs friends and allies at times. You may import an existing Companion or create a new one with a background and personality of your choice for 50CP. They each gain a 'Color' of their own, 300CP to spend, and they may take Drawbacks that only affect them personally if they wish to make additional purchases.

Alternatively, you may instead pay 200CP to import and/or create eight Companions at once.

- Magical Servants (50CP)

If you wish for the company of someone other than a fellow mage, this purchase allows you to create a new follower based on any existing 'summon' in Shandalar. Perhaps you'd like to traverse the skies on the back of a Shivan Dragon? Or perhaps you'd like to inspire the righteous by the side of a Serra Angel, or explore the ocean's depths with a Lord Of Atlantis? Unlike a regular summoning spell, these followers are entirely real, and any restrictions normally incurred on their 'cards' such as mana costs for upkeep are waived entirely. They do not count as Companions (and consequently do not take up a Companion slot) but they can be made into Companions if you wish. Like the Arcane Allies option above, you may freely determine their personality and background (where applicable). They are unfailingly loyal to you, and if slain, they are restored to life within one week.

- The Sixth Guild (1000CP)

The five Guildlords of Shandalar rule the plane with an iron fist, but though they are some of the mightiest magicians seen in this realm, their rule relies on more than personal power. Each Guild counts a large number of magicians among their number, from humble Druids and Clerics to mighty dragons, genies and other magical entities. Based out of a well-defended stronghold suited to their purposes, they represent the pinnacle of power on Shandalar, both magical and political.

And now, they gain another peer.

You will find yourself the head of a Guild not unlike that of the five Guildlords, with all the resources and followers that implies. This Guild will automatically adjust to your personality and magical abilities. For example, if you predominantly wield the powers of White and Blue magic, you will find that your Guild will likewise begin to focus on these same types of power. That said, the members of your guild are not mindless servants, and they will each have their own ideas for magical strategies and 'decks' to wield. The Guild is quite loyal to you, though there are limits to how far this loyalty will go - simply ordering your servants to hand over the entirety of their gathered spells will not go over well. However, the Guild will provide a tithe of coin or magical knowledge to you on a regular basis, with the exact nature (and amount) depending on the size and power of the Guild itself.

Your Guild's headquarters will appear in a suitable location in every future jump you visit, and its members will likewise heed your commands once again in whatever worlds you might find yourself in. That said, you may choose to have the Guild integrate more fully into a setting, losing its aptitude for Shandalar's style of magic and instead gaining a comparable measure of power and influence as an organization focused on an existing form of power in the setting. Your Guild might become a group of spaceship builders or pirates in a sci-fi setting, for example, or they might become a potent economic conglomerate in a modern 'real world' environment.

Do note that merely being head of a Guild does not ensure your safety in Shandalar - the five Guildlords each have their own goals and schemes, and a newcomer might find themselves with far more enemies than they've 'earned'.

Drawbacks

- Savior Of Shandalar (+0CP)

The five guilds rule Shandalar with an iron fist, effectively unassailable in their might. But the Planeswalker Arzakon has other plans… and through manipulation from beyond the Great Barrier, he has convinced the five guild leaders to try and cast a terrible spell to control the entirety of the plane - a spell that will instead allow Arzakon to enter the plane and subjugate it himself. But one stands against this plot, seeking to overthrow the guilds and eliminate Arzakon's threat. A sole rebel, backed by the secret aid of Shandalar's oppressed towns and cities, carrying all their hope for a better future.

You.

With this Drawback, you take the place of the nameless protagonist of the game, guaranteeing hostility from all five guilds but likewise giving you certain opportunities in turn. Do you have what it takes to save the people of Shandalar? To master the depths of magic to the point all five guild lords will fall before you, and even Arzakon himself will be forced to retreat or die at your hands?

- Just A Game (+50CP)

Shandalar's magic is powerful, it is mysterious, it is complex, it is… a card game? How did that happen? Whatever the case may be, you are now *literally* seeing Shandalar's magical spells, mage-duels and everything else involving magic as cards to play and shuffle - almost like you're playing a genuine game of Magic:The Gathering… except the stakes may very well involve your life instead of whoever pays for the next round of snacks. This doesn't actually change how the setting works, merely your perception of it, but even if you know it's only a complex hallucination there's nothing you can do to break through the effect. Get to shuffling those cards, mage!

- Barren (+100CP)

Mana is the life-blood of power on Shandalar, but drawing upon it requires establishing magical bonds to those lands under your control… and this process, like many other aspects of magic, can be highly unpredictable. Especially for you. You'll find that it's *exceedingly* difficult to gain effective control over your mana supplies, a problem commonly referred to as 'Mana Screw'. You'll have to make do with only a fraction of the land bonds you otherwise would have had, forced to endure battles until you can finally acquire the means to fight back, and likewise suffering from severely limited or depleted energy supplies for any other supernatural abilities you might possess.

- Tithe (+100CP)

On Shandalar, you will be expected to either offer up a portion of your power as the 'Ante' for a fight… or risk losing your very life should you be defeated. But Shandalar is a world of great magic, and the five Guilds are ever greedy for more power, more knowledge, more… *everything*. You will be required to risk substantially more of your magical abilities for even the most minor of battles, and the mightier opponents might easily lay claim to as much as a dozen of your spells or more. You will not be able to avoid paying this price should you lose - no amount of trickery or evasiveness will prevent the Guilds from claiming what is rightfully theirs.

- Unstable Equilibrium (+100CP)

The Mana Links that fuel your defenses somehow don't mix very well with your otherworldly nature as a Jumper. The connections waver and fray, and are far less potent than they otherwise would be. Worse, this seems to have carry-on effects onto the rest of your being, weakening any other defenses you might possess in the same way. You take twice as much damage from any hazardous effect, meaning that every hostile blow will be just that much more dangerous.

- Deferrence (+100CP)

'To respect one's foe is to claim the first step to victory'... yet you go slightly too far with this principle. You are completely unable to attack an unaware foe, or even allow yourself the first blow in a more normal kind of battle. No matter when you do battle or against whom, you will *always* permit the enemy the first strike - or at least a chance to get ready. Though everything's fair game after their opening moves, it *does* mean you'll have to start at a disadvantage…

- Top Draw (+200CP)

Magic is an esoteric, unpredictable beast, with random chance playing far more of a role than most mages you'll encounter are willing to admit. And why would they? *They* never get crippled by bad draws or getting caught flat-footed at the start of a battle without a means to establish bonds to mana-rich lands. Somehow, your opponents seem *exceedingly* lucky when it comes to having just the right spell they need at any given time, whether they're in a duel or not. Finally managed to get your magical infrastructure ready for that one, final blow to lead you to victory? Too bad, your opponent just happened to bring their sole Counterspell into focus. Locked the board down with an array of walls and fliers the enemy couldn't hope to beat down? They just so happen to have a Wrath Of God that can wipe the slate clean right before they bring out *their* summoned armies.

Expect the worst, Jumper. It'll probably happen.

- Attendants (+200CP)

Ordinarily, Shandalar's mages are unable to maintain magical effects for extended periods of time, and each mage-duel begins with a 'blank slate' of sorts, the battlefield empty of magical summons or established land bonds. Now though… now your foes have found a trick to overcome these limitations. Each battle you fight will see your foes already possess one or more 'cards' in play, sufficient to give them a substantial head-start. Warlocks might begin with a Hypnotic Specter, Archangels might batter your defenses with a set of Mesa Pegasi or Osai Vultures, and

an Elementalist might even engage you with a short-lived but utterly devastating Ball Lightning to put you near defeat. It'll be an up-hill battle, Jumper. You'd best prepare.

- Life Loss Carries Over (+200CP)

Mana Links are the main source of a mage's resilience in this world, though you may have other methods available to you as well. Ordinarily, they would guarantee that you can start every duel 'fresh', with any lingering damage washed away entirely. Ordinarily. Now, it will take you at least a full day to recover your overall defenses, regardless of the methods you use to protect yourself. Mana Links restore agonizingly slow, healing factors are heavily limited, magical spells to restore life are largely ineffective, and so on. You'll have to be very careful to take as little damage as possible during your time here, because the longer it takes before you can rest, the closer you'll be to defeat or death.

- Traditional (+200CP)

The mage-duels are dangerous things, seeing some of the most potent and devastating magics on Shandalar wielded with little regard for restraint or mercy. But Shandalar has a rich tradition in 'lesser' magics… and now, you'll have to do without such uses. All your abilities are *vastly* reduced in scope and power any time you are not engaging in a duel with another mage. You'll still possess all your powers and other advantages even if they are weakened, and you'll not find danger merely through lacking their full potency. But even so… unless you're fighting in the manner that tradition dictates, you are little more than a faint echo of your true self.

- Tasked (+200CP)

'If you take this letter to my brother in Harmal Spire, he will reward you with… another quest.' And you still accept. For the entirety of your time here, you'll be doing quests, ferrying messages, collecting stuff for wizened old men, and so on, and so forth. They'll only occasionally get you a proper reward, but at the same time you can't find it in yourself to say no. That doesn't mean you can't do anything *else*, of course, but it does mean you'll be on the move for quite a sizable portion of your time here. At least it's a good way to network or simply to see the sights?

- Arcane Target (+300CP)

The five leaders of the Guilds serve an unseen master, Arzakon, a mighty Planeswalker that seeks to gain access to Shandalar through cunning manipulation and raw power. But Arzakon is not the only such being out there… now, you are targeted by one that Arzakon has long called 'foe', a mysterious Planeswalker known only as Yawden. The Great Barrier is doomed to fail - whether through your actions or the victory of the Guild leaders - and once Shandalar is vulnerable, he will strike. By then, he will have been watching you for some time, and he will know of everything you've done until then… as well as what your nature as a Jumper represents. Fail, and you are doomed to countless years subjected to his experiments, your ability to jump leashed and negated until he literally rips it out of you, continuing in your place as you are left to die, broken and bereft of power.
Can you face a true Planeswalker in all his glory, and emerge victorious?

- Adaptation (+300CP)

Most mages have their own specialties - styles of magic they are particularly adept at, strategies they like to use, traditions to be followed… but you are an outsider, not bound to such complacency. And your foes learn quickly. You'll find that any rivals you might face in Shandalar will continually tweak their prepared spells and strategies to counter your preferred methods. The more you 'buck the trend', the more they'll learn from you, and the more they'll abandon long-held notions of how things should be. Do you rely on a slow but immensely powerful combination of spells? They'll use fast, hard-hitting combinations of summons and spells to bring you to the brink of collapse before you can even get started. Are you supernaturally tough and you prefer to simply weather attacks until you're ready? They'll go after your *mind* instead. And Sahrmal keep you if you forego the mage-duels entirely and start doing things like attacking from ambush or otherwise deciding to 'break the rules'... your foes *will* learn from the experience and follow your example.

- Sealed (+300CP)

The Great Barrier that surrounds Shandalar keeps the plane safe from outside influence and attack… and through your nature as a Jumper, you are not from this world (if only partially). As a consequence, every ability or advantage you possess that you would have brought with you from other worlds is now inaccessible to you, as is your Warehouse. You are, for all intents and purposes, reduced to nothing but your Body Mod and whatever you've purchased in this jump. Your Companions, if any, are likewise limited.
No, breaking the Great Barrier does not allow your powers to return.

Ending

You have lived in Shandalar for ten years, survived or even thrived among the magical wonders and horrors that call the plane home… but like the Planeswalkers of legend, you too have to decide where - or if - to travel next.

Do you **go home**, having grown tired of Jumping? Then your travels are over, and you return to where you once started, carrying anything you've found along the chain. This is the only option available to those who have died.

Or perhaps Shandalar has grown on you, and you'd like to explore it further - or perhaps visit the multiverse beyond the Great Barrier? Then **stay here**, and know that even if you never jump again, Shandalar will be a home for the remainder of your days.

And finally, there is the chance to **move on**. You may not be a Planeswalker (yet), but the journey is a part of you, and you'll take your next step. Move on to your next jump using whatever method applies to your chain, and good luck.

Notes

There is no restriction that prevents you from breaking the barrier surrounding Shandalar and leaving for other planes, but be careful - the Blind Eternities will eat you raw if you're not careful, and Shandalar's nature as a Rogue Plane means you might find it difficult to make your way back after you leave.

Any spells or other effects that target summons (or hostile players) will usually be equally effective against similar targets, but magic from this setting is neither 'fiat-backed' to work against everything nor assumed to be incompatible with other settings. You'll have to fanwank exactly how you interpret the interaction between M:tG spells from this setting and the metaphysics of wherever you end up casting them. That said, some spells may have unexpected results or fail when used against 'real' targets, such as Unsummon or Power Struggle.

Likewise, the mental aspects of magic in Shandalar means that predicting how they interact with improvements to memory, multitasking, thinking speed and so on that you might acquire in other worlds is… somewhat difficult. Feel free to fanwank interactions as whatever you feel makes sense.

Error 404: Planeswalker Spark not found. Sorry folks, even though this is an M:tG jump I'm not gonna add an Endjump Scenario to it to earn your Spark. Don't bother asking.

A short summary of how things work in Magic:The Gathering

In Magic:The Gathering (and consequently in Shandalar as well), there are a variety of different interpretations for what spells are in each duel or game. Here, I provide my best explanation for the interpretation I've based this jump on (and which appears to be supported by the Shandalar Microprose game as well as various other Magic:The Gathering works). Obviously this can only involve the basics, but hopefully it will make things at least *somewhat* clear for those new to the game and/or setting.

Owned Cards
Each 'card' is predominantly a mental construct, representing a magical spell, effect, or other piece of arcane lore in Shandalar's magic system. The *Soul Of A Sorceror* Perk guarantees you can own any number of cards without limitation, though most of those will not see use at any given time. Rather, they are simply memorized arcane designs, rituals, gestures and so on - merely knowing this information is not sufficient to cast a Shandalar spell. To cast a spell, it must first be placed within your so-called 'deck'.

The Deck

The ‘Deck’, also sometimes referred to as your ‘Library’ represents all cards you can draw on, the sum total of arcane knowledge you can *use* within Shandalar’s system, given time to prepare. Your Deck includes all cards you have directly *available* to you, typically for a duel, which in the context of this jump means those creatures, spells, lands, and other cards you have prepared beforehand to make them ready for casting or use. You not only ‘know’ these cards like you know any other card you own, you have internalized the magical schematics within yourself such that you may draw on them. However, the cards within your Deck are not ready for casting without sufficient mental focus - they are not in your ‘Hand’.
Each player gains a single new card in their Hand, drawn from their Deck, at the start of each turn. Because the Deck is shuffled before a duel, this also means that under most circumstances it is impossible to predict which cards, exactly, one might draw from the Deck and find in their ‘Hand’.

The Hand
Your ‘Hand’ holds the cards you can access *right now*. These are the spells, lands, and other effects you can cast on a moment’s notice, needing only the required mana (or occasionally other requirements for specific cards) to do so. In the context of this jump, these are the magical effects you have not only prepared (to put them into your Deck), but that you also hold in your mental focus to a larger extent than those remaining in your deck.
Without methods to expand this capacity, a mage normally cannot hold more than seven cards in their Hand for a brief amount of time (one turn of the game). They must choose and remove any extra cards, placing them into the ‘Graveyard’ instead and preventing them from casting these spells under most circumstances.

Casting Spells
Once a card within a player’s Hand is *cast*, it enters play. Aside from certain exceptions, playing a card will cost a certain amount of mana. Mana is produced by lands in play, though each land only produces limited mana over a specific time frame (typically one mana per ‘turn’ of the game).
Some spells can be cast quickly, allowing them to, for example, be cast in response to another player casting a spell or during another player’s turn. A classic example of this is the ‘Counterspell’ card, which can be used to prevent another card from taking effect when cast and destroying it instead.
Other spells take longer, which is represented by such cards only being allowed during a player’s turn - most permanent cards, such as summoned creatures and lands, fall into this latter category.

In Play
Any cards currently active in the game (aside from those in a player’s Deck, Hand or Graveyard) are considered ‘in play’. This area of the game is the battlefield, of sorts, and is where summoned creatures do battle, land cards are used to generate mana to cast spells, and so on.
Non-permanent cards only exist here briefly - a Fireball spell will be in play only until it takes effect, after which it is spent and moves to the ‘Graveyard’.
Permanent effects such as summoned creatures, artifacts, and land cards are put into play and stay there (assuming nothing happens to change this). Most land cards, once played, can be used

to produce mana to fuel further spells, though only one land card may be played each 'turn'. In terms of exact location, assume these permanents are somewhere nearby - i.e. on the same battlefield.

The Graveyard
The 'graveyard' represents all those spells and other effects you've used that are spent, destroyed, or otherwise no longer available to you - including any slain creatures. While it is fairly straightforward in the terms of a card game, the more realistic interpretation needed for Shandalar is… somewhat tricky. Slain creature cards in your graveyard might be physical corpses available to an enemy's Raise Dead spells, while Fireball or Healing Salve spells obviously do not leave a physical aspect behind - yet for many rules of the game, these are all found in the same 'location'. You'll likely need to employ a certain amount of fanwanking to handle these discrepancies.

Hit Points
Each player in the game and, hence, each mage in a Shandalar mage-duel, has a certain number of 'hit points' or life total that they possess at the start of a game. Though the traditional life total of each player is twenty in 'real life' card games, the default in Shandalar is ten - but this number can be increased or decreased based on the number of Mana Links you establish. This life total represents the total amount of damage or injuries you can sustain in a duel before you are eliminated. The interpretation used during Shandalar is that the Mana Links you possess allow you to deflect or absorb any damage you would take through innate barriers, automatic healing effects, or similar effects. As such, a mage's physical resilience need not be any greater than that of an ordinary human - it is their magical might that sustains them, rather than more mundane defenses. There are a variety of ways to increase hit points, both temporarily and permanently, though these changes are not retained into later duels (barring unusual circumstances).

Winning And Losing
Each game of Magic:The Gathering, and hence each mage-duel in Shandalar, has certain conditions upon which one side will win or lose. The most obvious method of victory is to reduce your opponent to zero hit points or less. Having effectively annihilated their enemy's defenses, this would end the duel and allow the victor to claim the spoils of victory (the 'ante'). If someone begins a new turn and is unable to draw a card because they have run out of cards in their Deck, this also causes them to immediately lose the match. Typically, this is represented as a form of (temporary or permanent) madness or elimination of the victim's memories and capacity for magic. Other victory conditions may also exist through specific cards, though these are not covered here.

Ante
Though duels are common and quite dangerous, it is rare that the mages involved in them pay for defeat with their lives. Rather, traditionally each duelist offers up one or more spells or other 'cards' as their wager, known as the 'Ante'. The victor claims the Ante for both participants, while the loser will have to leave knowing they have lost some of their precious magical knowledge. However, provided the Ante is paid in full, losers *will* be allowed to walk away with their life.

That said, duels to the death are rare in Shandalar - but not unheard of.

A Full List Of Shandalar's Cards

Abomination	Aswan Jaguar	Braingeyser	Consecrate Land
Abu Ja'far	Atog	Brainwash	Conservator
Acid Rain	Azure Drake	Brass Man	Contract from Below
Air Elemental	Backfire	Bronze Tablet	Control Magic
Alabaster Potion	Bad Moon	Brothers of Fire	Conversion
Aladdin	Badlands	Burrowing	Copper Tablet
Aladdin's Lamp	Balance	Call from the Grave	Copy Artifact
Aladdin's Ring	Ball Lightning	Camel	Coral Helm
Alchor's Tomb	Banshee	Candelabra of	Cosmic Horror
Ali Baba	Barbary Apes	Tawnos	Counterspell
Ali from Cairo	Barl's Cage	Carnivorous Plant	Craw Wurm
Amnesia	Basalt Monolith	Carrion Ants	Creature Bond
Amrou Kithkin	Battering Ram	Castle	Crimson Kobolds
Amulet of Kroog	Bayou	Cat Warriors	Crimson Manticore
Ancestral Recall	Bazaar of Baghdad	Cave People	Crookshank Kobolds
Angelic Voices	Beasts of Bogardan	Celestial Prism	Crumble
Angry Mob	Benalish Hero	Channel	Crusade
Animate Artifact	Berserk	Chaoslace	Crystal Rod
Animate Dead	Bird Maiden	Circle of Protection:	Cuombajj Witches
Animate Wall	Birds of Paradise	Artifacts	Cursed Land
Ankh of Mishra	Black Knight	Circle of Protection:	Cursed Rack
Apprentice Wizard	Black Lotus	Black	Cyclone
Arena	Black Mana Battery	Circle of Protection:	Cyclopean Mummy
Argivian	Black Vise	Blue	Cyclopean Tomb
Archaeologist	Black Ward	Circle of Protection:	Damping Field
Argivian Blacksmith	Blaze of Glory	Green	Dancing Scimitar
Argothian Pixies	Blessing	Circle of Protection:	Dandan
Argothian Treefolk	Blight	Red	Dark Ritual
Armageddon	Blood Lust	Circle of Protection:	Darkness
Armageddon Clock	Blood Moon	White	Darkpact
Army of Allah	Blue Elemental Blast	Citanul Druid	D'Avenant Archer
Artifact Blast	Blue Mana Battery	City of Brass	Death Ward
Artifact Possession	Blue Ward	Clay Statue	Deathgrip
Artifact Ward	Bog Imp	Cleanse	Deathlace
Ashes to Ashes	Bog Rats	Clockwork Avian	Demonic Attorney
Ashnod's Altar	Bone Flute	Clockwork Beast	Demonic Hordes
Ashnod's Battle Gear	Book of Rass	Clone	Demonic Tutor
Ashnod's	Boomerang	Coal Golem	Desert
Transmogrant	Bottle of Suleiman	Cockatrice	Desert Nomads

Aspect of Wolf		Colossus of Sardia	

Desert Twister Detonate Devouring Deep Diabolic Machine Diamond Valley Dingus Egg Disenchant Disintegrate Disrupting Scepter Divine Offering Divine Transformation Drafna's Restoration Dragon Engine Dragon Whelp Drain Life Drain Power Drop of Honey Drowned Drudge Skeletons Durkwood Boars Dwarven Demolition Team Dwarven Warriors Dwarven Weaponsmith Earth Elemental Earthbind Earthquake Ebony Horse Elder Land Wurm Elder Spawn Elephant Graveyard El-Hajjaj Elven Riders Elves of Deep Shadow Elvish Archers Emerald Dragonfly Energy Flux Energy Tap Erg Raiders Erhnam Djinn	Eternal Warrior Evil Presence Exorcist Eye for an Eye Faerie Dragon Fallen Angel Farmstead Fastbond Fear Feedback Feldon's Cane Fellwar Stone Fire Drake Fire Elemental Fire Sprites Fireball Firebreathing Fishliver Oil Fissure Flashfires Flight Flood Flying Carpet Flying Men Fog Force of Nature Force Spike Forcefield Forest Fork Fortified Area Fountain of Youth Frozen Shade Fungusaur Gaea's Avenger Gaea's Liege Gaseous Form Gate to Phyrexia Gauntlet of Might Gem Bazaar Ghazban Ogre Ghost Ship Ghosts of the Damned	Giant Spider Giant Strength Giant Tortoise Giant Turtle Glasses of Urza Gloom Goblin Artisans Goblin Balloon Brigade Goblin Digging Team Goblin Hero Goblin King Goblin Polka Band Goblin Rock Sled Goblins of the Flarg Granite Gargoyle Grapeshot Catapult Gray Ogre Great Defender Greater Realm of Preservation Greed Green Mana Battery Green Ward Grizzly Bears Guardian Angel Guardian Beast Hasran Ogress Haunting Wind Headless Horseman Healing Salve Hell Swarm Helm of Chatzuk Hidden Path Hill Giant Hofy Strength Holy Armor Holy Day Holy Light Hornet Cobra Howl from Beyond Howling Mine Hurkyl's Recall Hurloon Minotaur	Hyperion Blacksmith Hypnotic Specter Ice Storm Icy Manipulator Ifh-Biff Efreet Immolation Infernal Medusa Inferno Inquisition Instill Energy Invisibility Iron Star Ironclaw Orcs Ironroot Treefolk Irory Tower Island Island Fish Jasconius Island of Wak-Wak Island Sanctuary Ivory Cup Ivory Guardians Jade Monolith Jade Statue Jalum Tome Jandor's Ring Jandor's Saddlebags Jayemdae Tome Jeweled Bird Jihad Jovial Evil Juggernaut Jump Junun Efreet Juzam Djinn Karma Keepers of the Faith Keldon Warlord Khabal Ghoul Killer Bees King Suleiman Kird Ape Kismet Knights of Thorn Kobold Drill Sergeant

Erosion Eternal Flame	Giant Badger Giant Growth	Hurr Jackal Hurricane	Kobold Overlord Kobold Taskmaster

Kobolds of Kher Keep	Millstone	People of the Woods	Relic Barrier
Kormus Bell	Mind Bomb	Personal Incarnation	Relic Bind
Kudzu	Mind Twist	Pestilence	Remove Soul
Lance	Miracle Worker	Phantasmal Forces	Repentant Blacksmith
Land Leeches	Mishra's Factory	Phantasmal Terrain	Reset
Land Tax	Mishra's War Machine	Phantom Monster	Resurrection
Leviathan	Mishra's Workshop	Phyrexian Gremlins	Reverse Damage
Ley Druid	Moat	Piety	Reverse Polarity
Library of Alexandria	Mold Demon	Pikemen	Righteous Avengers
Library of Leng	Mons's Goblin	Pirate Ship	Righteousness
Lich	Raiders	Pit Scorpion	Ring of Ma'rûf
Life Chisel	Moorish Cavalry	Pixie Queen	Riptide
Lifeblood	Morale	Plague Rats	Roc of Kher Ridges
Lifeforce	Moss Monster	Plains	Rock Hydra
Lifelace	Mountain	Plateau	Rocket Launcher
Lifetap	Mountain Yeti	Power Leak	Rod of Ruin
Lightning Bolt	Mox Emerald	Power Sink	Royal Assassin
Living Artifact	Mox Jet	Power Struggle	Rukh Egg
Living Lands	Mox Pearl	Power Surge	Sacrifice
Living Wall	Mox Ruby	Powerleech	Sage of Lat-Nam
Llanowar Elves	Mox Sapphire	Pradesh Gypsies	Samite Healer
Lord of Atlantis	Murk Dwellers	Priest of Yawgmoth	Sandals of Abdallah
Lord of the Pit	Nafs Asp	Primal Clay	Sandstorm
Lost Soul	Nalathni Dragon	Prismatic Dragon	Savaen Elves
Lure	Natural Selection	Prodigal Sorcerer	Savannah
Magical Hack	Necropolis of Azar	Psionic Blast	Savannah Lions
Magnetic Mountain	Nether Shadow	Psionic Entity	Scathe Zombies
Mahamoti Djinn	Nettling Imp	Psychic Venom	Scavenger Folk
Mana Clash	Nevinyrral's Disk	Purelace	Scavenging Ghoul
Mana Crypt	Nightmare	Pyramids	Scrubland
Mana flare	Northern Paladin	Pyrotechnics	Scryb Sprites
Mana Short	Oasis	Rabid Wombat	Sea Serpent
Mana Vault	Obelisk of Undoing	Radjan Spirit	Sedge Troll
Manabarbs	Obsianus Golem	Rag Man	Seeker
Marsh Gas	Old Man of the Sea	Raging Bull	Segovian Leviathan
Marsh Viper	Onulet	Raging River	Sengir Vampire
Martyr's Cry	Orcish Artillery	Rainbow Knights	Serendib Djinn
Martyrs of Korlis	Orcish Catapult	Raise Dead	Serendib Efreet
Meekstone	Orcish Mechanics	Rakalite	Serpent Generator
Merchant Ship	Orcish Oriflamme	Rebirth	Serra Angel
Merfolk Assassin	Ornithopter	Reconstruction	Sewers of Estark
Merfolk of the Pearl Trident	Osai Vultures	Red Elemental Blast	Shanodin Dryads
Mesa Pegasus	Oubliette	Red Mana Battery	Shapeshifter
Mightstone	Pandora's Box	Red Ward	Shatter
Mijae Djinn	Paralyze	Regeneration	Shatterstorm
	Pearled Unicorn	Regrowth	Shield Wall

Shivan Dragon
Simulacrum
Sindbad
Singing Tree
Sinkhole
Siren's Call
Sisters of the Flame
Sleight of Mind
Smoke
Sol Ring
Sorceress Queen
Soul Net
Spell Blast
Spinal Villain
Spirit Link
Spirit Shackle
Spiritual Sanctuary
Squire
Staff of Zegon
Stasis
Steal Artifact
Stone Giant
Stone Rain
Storm Seeker
Stream of Life
Strip Mine
Su-Chi
Sunglasses of Urza
Sunken City
Swamp
Swords to Plowshares
Sylvan Library
Syphon Soul
Tablet of Epityr
Taiga
Tawnos' Wand
Tawnos's Coffin
Tawnos's Weaponry
Tempest Efreet
Terror
Tetravus
The Brute
The Hive
The Rack
Thicket Basilisk
Thoughtlace
Throne of Bone
Thunder Spirit
Timber Wolves
Time Elemental
Time Vault
Time Walk
Timetwister
Titania's Song
Tracker
Tranquility
Transmute Artifact
Triskelion
Tropical Island
Tsunami
Tundra
Tundra Wolves
Tunnel
Twiddle
Two Headed Giant of Foriys
Typhoon
Uncle Istvan
Underground Sea
Unholy Strength
Unstable Mutation
Unsummon
Untamed Wilds
Urza's Avenger
Urza's Chalice
Urza's Mine
Urza's Miter
Urza's Power Plant
Urza's Tower
Uthden Troll
Vampire Bats
Venom
Verduran Enchantress
Vesuvan Doppelganger
Veteran Bodyguard
Visions
Volcanic Eruption
Volcanic Island
Walking Dead
Wall of Air
Wall of Bone
Wall of Brambles
Wall of Dust
Wall of Earth
Wall of Fire
Wall of Heat
Wall of Ice
Wall of Light
Wall of Opposition
Wall of Spears
Wall of Stone
Wall of Swords
Wall of Tombstones
Wall of Water
Wall of Wonder
Wall of Wood
Wanderlust
War Barge
War Elephant
War Mammoth
Warp Artifact
Water Elemental
Water Wurm
Weakness
Weakstone
Web
Wheel of Fortune
Whimsy
Whirling Dervish
White Knight
White Mana Battery
White Ward
Wild Growth
Will-O'-The-Wisp
Winds of Change
Windseeker Centaur
Winter Blast
Winter Orb
Witch Hunter
Wooden Sphere
Word of Binding
Wormwood Treefolk
Wrath of God
Wyluli Wolf
Xenic Poltergeist
Yawgmoth Demon
Ydwen Efreet
Yotian Soldier
Zephyr Falcon
Zombie Master