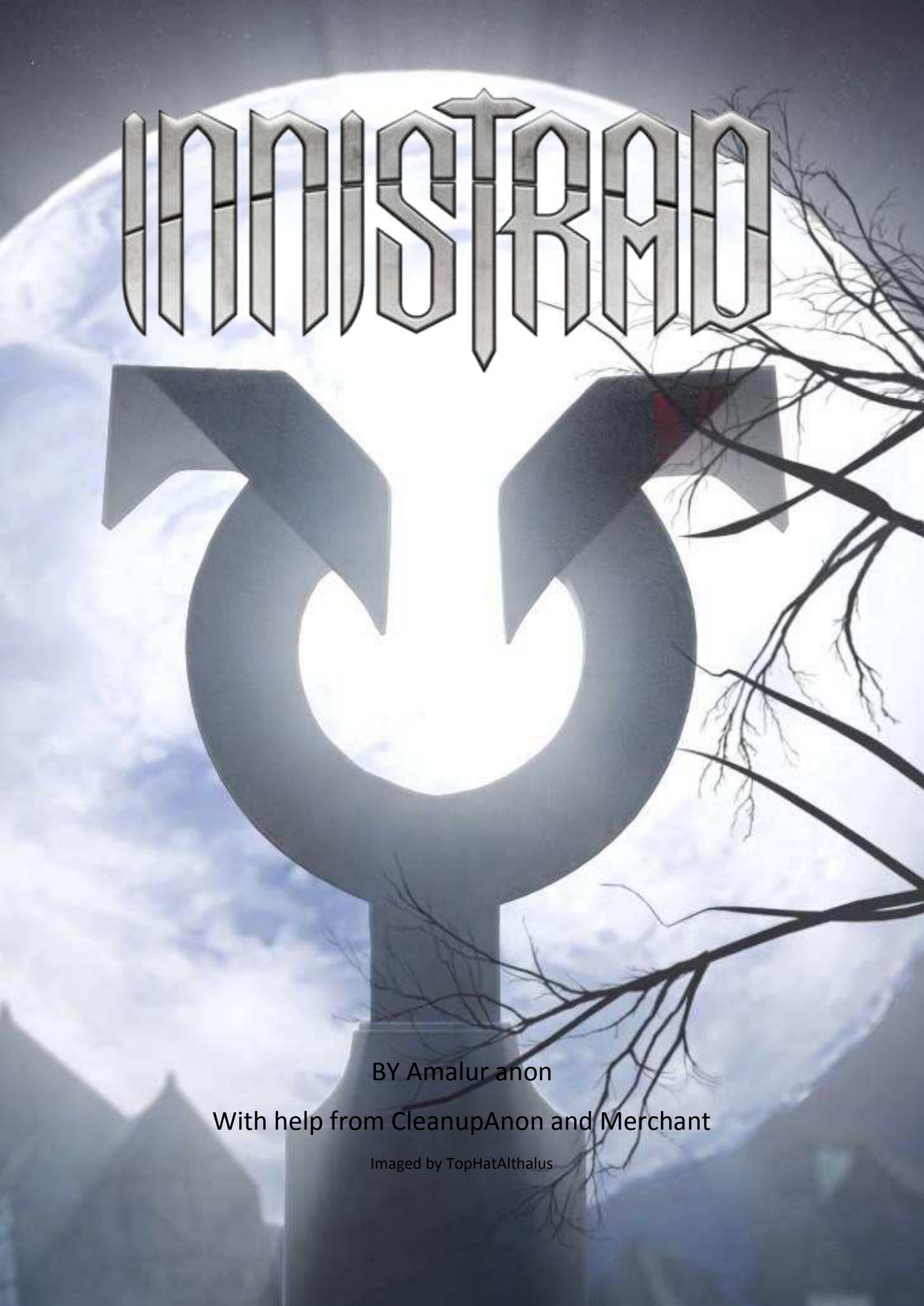
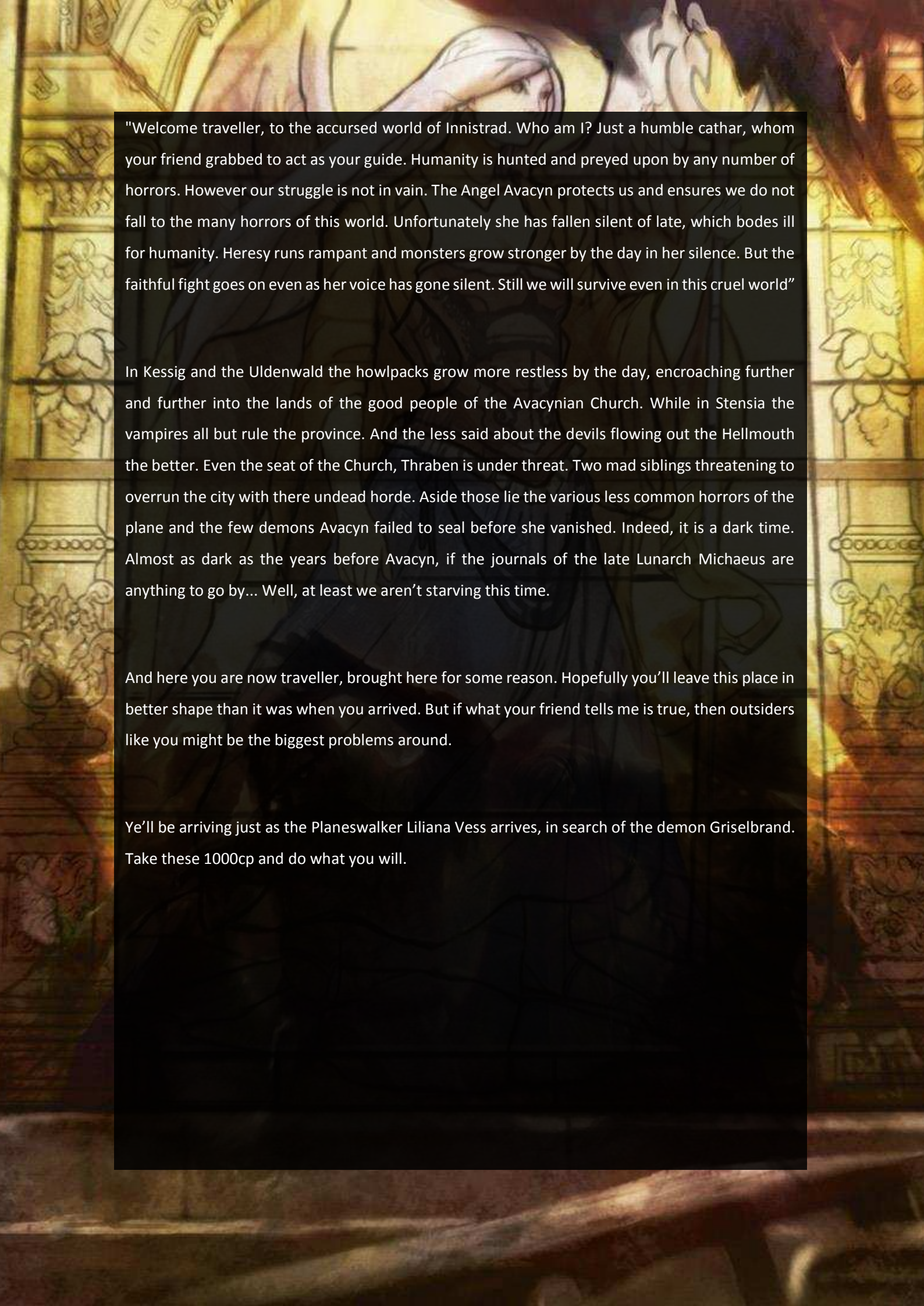


BY Amalur anon

With help from CleanupAnon and Merchant

Imaged by TopHatAlthalus



"Welcome traveller, to the accursed world of Innistrad. Who am I? Just a humble cathar, whom your friend grabbed to act as your guide. Humanity is hunted and preyed upon by any number of horrors. However our struggle is not in vain. The Angel Avacyn protects us and ensures we do not fall to the many horrors of this world. Unfortunately she has fallen silent of late, which bodes ill for humanity. Heresy runs rampant and monsters grow stronger by the day in her silence. But the faithful fight goes on even as her voice has gone silent. Still we will survive even in this cruel world"

In Kessig and the Uldenwald the howlpacks grow more restless by the day, encroaching further and further into the lands of the good people of the Avacynian Church. While in Stensia the vampires all but rule the province. And the less said about the devils flowing out the Hellmouth the better. Even the seat of the Church, Thraben is under threat. Two mad siblings threatening to overrun the city with there undead horde. Aside those lie the various less common horrors of the plane and the few demons Avacyn failed to seal before she vanished. Indeed, it is a dark time. Almost as dark as the years before Avacyn, if the journals of the late Lunarch Michaeus are anything to go by... Well, at least we aren't starving this time.

And here you are now traveller, brought here for some reason. Hopefully you'll leave this place in better shape than it was when you arrived. But if what your friend tells me is true, then outsiders like you might be the biggest problems around.

Ye'll be arriving just as the Planeswalker Liliana Vess arrives, in search of the demon Griselbrand. Take these 1000cp and do what you will.

Backgrounds

Drop-In (Free)

You'll enter our world as you are. No memories, and no strange insertion into our history.

Vampire (Free)

The scourge of the plane, the vampires are born of nine bloodlines. But the important ones to remember are the Markov, Falkenrath, Voldaren and Stromkirk. The other five bloodlines were brought low by the angels, along with three lines that died out otherwise. The bloodlines are born from a single, ages old progenitor. Vampires are gaudy hedonists and probably the greatest threat to the good people of the Church on the plane. They need to consume blood each moon to survive and see themselves as our betters. Still they are unnaturally strong and quiet, so you would do well never to underestimate a vampire.

Church of Avacyn (Free or 300CP)

You may choose to be a simple member of the Church, humanity's last bastion. Be it as a simple clergyman, or as a cathar fighting back the evils of the world. Or for 300 of those points your friend gave you, you can be one of the many angels that watch over humanity, providing both guidance and protection. The angels protect us, stronger, wiser, and older, but also more compassionate than man. The angels are divided into three flights, serving under the sisters Bruna, Sigarda, and Gisela, who in turn serve Avacyn.

The Flight of Alabaster, under Bruna, representing the blessed sleep. Protect us in death, the rest earned after life, ensuring our bodies are not disturbed.

The Flight of Herons, under Sigarda, representing the new moon. Protect us in life, warding against harm to the living and keeping the dark at bay.

The Flight of Goldnight, under Gisela, representing the sun. Fight back the many beasts and horrors of the world, and preside over the Feast of Goldnight.

Holy Avacyn herself is represented by the moon. Her moonsilver grants the people of Innistrad a way to fight back, but more importantly than that, it provides the protection needed to live safely. Angels cannot take madman perks, but may change their gender to female for free.

Madman (Free)

Heretics, lunatics, alchemists, necromancers, and cultists. Those few that can't leave well enough alone. It would be little more than a sad story, if they all died in their pursuit of darker things. But instead they plague us with their abominations, and make the demon scourge a greater problem than it already was.

Your age will be 3d8+22. Or you may pay 100 to choose your age, gender, and starting location.

Starting Location

Roll 1d8 or pay XCP to pick:

1. Thraben: The High city of Thraben is the seat of the Avacynian Church and the largest, though not most populated, walled city in Innistrad.

2. Markov Manor: Located in Stensia, the home of the Markov bloodline of vampires. Descending from Edgar Markov, the man that first transformed humans into vampires with a blood ritual. Most of the inhabitants are ex-nobility.

3. Drunau: A port town in Nephalia, where the Stromkirk bloodline has settled.

4. Lambholt: A farming village in Kessig, bordering on the Ulvenwald.

5. The Ulvewald: An unnaturally dense wood, just outside Kessig, filled with beasts and howlpacks.

6. Ashmouth: A massive chasm in Stensia, filled with glowing molten rock from which devils spawn endlessly.

7. Havengul: The largest city in Nephalia, a port town bordering on a river with a small Avacynian fortress.

8. Enjoy this last bit of good fortune, you may choose where you arrive.

All discounted perks are 50% off, 100CP discounted perks are free

Drop-In Perks

Enhanced Senses (100CP)

It is well known that the lycanthropes can tell each other from normal men. The most common theory is they can smell it. And so many a good man or woman, spared by a lycan, have been forced out of their homes by the suspicions of their neighbors. You can tell the difference too, as you smell the curse on the afflicted. You smell everything a bit better actually, and your night vision and hearing are a little above average as well… you're not a lycan are you?

A Good Guest (100CP)

A good guest doesn't impose on their hosts, and neither do you. Whether that be a world, a library, or a home, you know how to act so as to not catch the ire of your hosts.

Lycanthropy (200CP, comes with mandatory drawback. Cannot be taken as a vampire or angel.)

The lycanthropes, werewolves, are a cursed people. Their souls split between man and beast after the first hunt where the wild flowed in. Why would you wish this upon yourself? Werewolves transform under the moon into savage killing machines. This can be fought using Avacyn's holy magic, but even that fails at the full moon. and the werewolf must be pious and repentant. Unlike the wantons, more beast than man, embracing the wolf in all its savagery, leaving civilization and prayer to return to it again. This perk also allows you to summon wolves for one mote of green mana each. Post jump this transformation becomes optional but you will need to gain control yourself.

Seeker of Truth (200CP)

Honesty is a thing that any good Avacynian values, but what you're looking for is a bit more than that. You want the facts, and just that without the biases. Oh, you'll take note of the feelings associated, and even how they affected the truth as it was told. But emotions won't stop you from learning. What's the word those academics use again? Ah yeah, the objective truth.

We Must Find Strength In Each Other (400CP)

In times of great need, you can help people band together, despite any prejudices that they may have. This can be a lifesaver to more than just individual people, and with time you could bridge the gaps between even an archmage and a lycan. Though why you'd want to is beyond me.

Clarity (400CP)

Even as the world goes mad around you, you remain a bastion of sanity. Not only that, but should you have the means... you will be aware of how best to use it, to return those around you to sanity as well. This could prove useful with certain events on the horizon.

I Am What I Am, And Always Will Be (600CP)

No matter the change in form, so long as the change was external and not of your accord, you will be able to reconcile yourself and remain true to who you are. You are able to reconcile things like the second soul of lycanthropes with who you are, and come out no less yourself. But with added abilities from whatever you have incorporated. If you were a werewolf, you would be able to seamlessly transition between wolf and man at will, and retain your mind in both forms. This can be applied to other similar circumstances outside Innistrad just as well.

The Magic Found In Stories (600CP)

There is magic in tales, in the words of the past, of histories lasting record. You can draw upon mana to coax this power out from scrolls and books, and any other form of writing, shaping it into a spell that utilises some critical aspect of the story to change the world around you. Mayhap a story of a thief that disguised themselves as a rock but was caught out lying would allow you to cloak yourself in a visage appropriate to your surroundings until you tell a lie. Perhaps a tale of beings gaining independent thought could clear the madness from an infected mind. In time you may come to know stories you repeatedly use so well a mere glance at their written form is enough to call upon its magics, allowing you to unleash it quickly - useful if you ever found yourself needing to quickly fire a lamentations ice magic at an attacker, for example.



Avacynian Church Perks

Avacyn Will Protect You (100CP)

Avacyn protects us all, and even if you are an outsider, she will take you under her Aegis. So long as you believe, and do not turn on your fellow man. In future jumps, this will allow you to more easily gain the protection of benevolent deities and the like. So long as you aren't actively doing evil.

Benevolent Protection (100CP)

It is not enough to merely protect the people; they must feel safe. The people you defend will be able to find comfort and shelter in your protection. Even if you yourself are not personable, so long as your intent is true the people will feel it.

Warding (200CP)

It's well and good to drive back evil wherever it may be, but people need to be safe in their homes. Wards are what give us that safety. Symbols of Avacyn's power used to mark areas, and drive away those that would prey on people in their homes. I do not even want to imagine a world where a person could not have their homes and farmlands warded, against werewolves or the other, nastier things lurking out there. I know many will be glad for the ward you make them.

Gather To Me (200CP)

After reading the Lunarch's journals, I know our protector was not always the centre of the Church, hard as it is to imagine these days. No, she had to gather the angels and rally in those dark times before the Church. With this, you can convince others to come under your protection and organize them to best make use of it. Though without some way to check on those under your care, it can be hard to make use of this properly.

Archmage (400CP)

Say it with me as we go. "Dear, Avacyn, protector of all," You are an archmage in the Church of Avacyn, a protector of the people, blessed with holy magics of the Avacynian Church, to protect the people. Empowered by Avacyn's blessing, archmages can bless areas to protect them, enhance their strength, and shield both themselves and others with magic. (Angels may draw from themselves instead of Avacyn, if you prefer they are also boosted in power from standard angel to the level of Bruna, Gisela and Sigarda)

Blessing (400CP)

As Avacyn grants her blessing to the archmages of the Church, you are able to confer some of your energies to another through a touch. That they might better protect themselves or strike out in your name. Also allows you to have those you bless make use of the warding perk drawing from your power. This allows you to empower others with weaker versions of your powers by bestowing a small portion of your energy from any pool they can channel.

Rest In Peace (600CP)

Bless your soul for the gift you have given us, an uninterrupted blessed sleep. With your holy magic, you prevent those that would disturb the dead from raising them. Keeping any you bless in the sweet reprieve of rest, without worry of being raised as an abomination in either body or spirit. Again I say it, bless you.

Take Shelter Beneath My Wings (600CP)

Like the archangel herself, you may hear the calls of those under your protection. Their prayers, their hopes and dreams, their cries for help. At first this will be overwhelming. So many to save and there is only one of you. But as Avacyn did so too will you learn how to help the flock, should that be your wish, acting as a symbol rallying those under your protection to better save themselves. If you took this perk with Blessing you may divert some of your energies to those that pray for your assistance. You cannot send much energy, but you can shape it in response to their plea. You could, for example, send a spell to strengthen them if they pray for the power to defend others, or a burst of healing magic if they or those near them were injured.



Madman Perks

Mad Genius (100CP)

Ludevic and Geralf are the names generally associated with scientific curiosity in these lands, and with them as examples... it's no wonder people are sceptical. You now stand among these mad alchemists, able to craft horrors from the most basic of materials.

Cultist (100CP)

While we can be certain that nothing good is happening to those poor souls, abducted by the Skirsdag cultists... It is hard to know when there is someone to save, when they are so skilled at finding victims that won't be missed. Or framing the other predators of man. Many a time good, cathars have died hideously unprepared because of this. Hunting for a single werewolf, only to be struck down when they find the victims possessed by horrors or used to summon up a demon.

Rules of Engagement (200CP)

Even if you're a monster rampaging through town, or a vampire collecting people like wine bottles, or even a madman playing wargames using corpses with his sister. You know how to give it the trappings of civility (to those that think like yourself at least) and are able to create rules to make your games fairer. Or at least *seem* fairer.

I Will Do This My Way (200CP)

Far be it for you to listen to others, and not raise the dead. Or listening to your brother, and not raising all the dead. No, you'll do what you set out to do, no matter what anyone says to the contrary. Though sometimes you might be better served if you weren't immune to peer pressure.

Stitcher/Ghoulcaller (400CP)

It is a dark thing to deny a soul their eternal rest after a pious life. But with this you may do so, and blaspheme terribly against the Church as a necromancer. In this world there are two kinds that raise the dead. Those like Gisa who raise them from their graves en masse, in whatever form they might remain after their burial. And madmen in laboratories like the stitcher Geralf that loot graveyard for parts, to create Skaabs, abominations, hulking creatures the composite of many victims, and even animals, should they desire. Combined with dread purpose. I have seen winged, tentacled monstrosities thrice the size of a man, and hulking multithreaded goliaths in my days as a cathar. Horrible to fight, worse to bury, since you can't even tell who they might once have been. Choose stitcher or ghoulcaller you may purchase the other at a discount discounts stack.

Corruption In the Ranks (400CP)

Skirsdag cultists are everywhere, demon worshipping scum that they are. But we can never root them out. They come to our cities and walk among us freely, for even the churches are not safe for the infiltration of these demon worshiping madmen. Like the cult of Skirsdag's many followers, you gain a talent for infiltration. Not the silly tiptoe around avoiding everyone kind. They can pose as anyone, even hiding as clergymen. You gain the skill to maintain that cover, as well as assist others in infiltrating groups so that you may rot them from within.

My Masterpiece (600CP)

The madmen in their labs occasionally come out with what they call a masterpiece, and the rest of the world runs from screaming. Notes recovered from the labs of men such as these point towards a mixture between obsession, inspiration, and madness. Like children they will have a ridiculous idea. "I want to have a giant lizard, I want to be a bug, I want to stitch these corpses together." The trouble is that they're too smart to let little things like impossibility stop them, and too dumb to let the idea rest. They seem to be able to trigger bouts of obsessive research, I'd almost swear a giest had them. then turn that obsession into tangible results far beyond what they should have been able to do with what they were given producing the occasional project years or decades in advance of all the other things they're working on. What we recover from the laboratories makes me wonder what they could have done, if they weren't born mad, and put that determination to something useful. Rather that inventing a tube, and playing with lizard eggs until they finally get eaten by the 15ft horror they were trying to create.

A Bargain Made In Bad Faith (600CP)

HAH! Even demons should shy away from your deals, you filthy liar. Should. It eludes me why anyone would broker with you, and yet they still do. Even seeking you out, only to be betrayed like the last dozen fools. I will not weep for cheating demons in their magical bargains and the extra wriggle room you always seem to get slight breaches of the deal not retracting whatever blessings they bestowed and outright keeping the things they gave you and your soul when you manage to kill them. But just so you know, reclaiming your soul by killing those demons doesn't make it any less unclean. Your never ending youth as much a sign of that as your new vanity, and their foolishness. May your soul be denied the eternal rest.

Vampire Perks

Vampiric Body (100CP)

Unaging and twice as strong as that of a man. A vampire's body is dangerous, but the least of their powers. More concerning is the field of silence that they can activate at will, which renders actions within a few feet silent which the accursed creatures use to take the unsuspecting. And even that doesn't account for the magic's used by elder vampires, which you too may learn, if you invest the effort.

Falkenrath Pride (100CP)

Descended from a famous falconer, now long dead, the Falkenrath house is the most aggressive in their hunting of the good people of Innistrad. Like the Vampires of Falkenrath house, you have grown bold, willing to venture into cites and snatch prey that thought itself safe. Also like the vampires of Falkenrath, you will find flight comes easily to you.

Markov Dominance (200CP)

The Most prolific of the 4 main houses. Originating from Edgar Markov, the man that started this blight on the land. The Markov, and you should you take this perk, are gifted in psychic abilities when compared to the other houses. You will find you hypnotic gaze stronger and any spells that control others strengthened.

Voldaren Decadence (200cp)

Like the progenitor of the Voldaren house, Olivia, you are able to throw truly decadent parties that will be enjoyed by all those you wish to entertain… Hopefully, this will exclude the foul games that provide the entertainment at these parties. If even half the rumors are true, they are more animals than the creatures they can become – tales tell of them turning into large wolves, bats, and even rats.

Stromkirk Guile (400CP)

The vampires of Stromkirk. In order to escape the politics of Stensia, the Stromkirk house chose to instead settle in Nephalia, and became all the more insidious for it. The vampires of Stromkirk, and now you, bend the perceptions of men. Such that they can walk through our towns, and all but the most attentive would not notice. You will also gain the ability, which some of their elders hold, to transform into mist. Rendering many defences void, as you enter guarded homes through the slightest cracks.

Sangromancy (400CP)

A condition of the blood, they call that which makes vampires into vampires. And as such they are quite skilled in magics of the blood. With this you gain the dark powers to utilize blood. To steal the life from others, to bestow long lasting curses, and to seize control of the minds of others for yourself.

The Beginning Of A Bloodline (600CP)

You are the vilest foulest being I have ever had the displeasure to encounter. And unlike your predecessor, you cannot claim famine as an excuse. Flimsy as even that is, against the atrocity you have committed upon the world in doing this. By exsanguinating an angel, or another being of similar holiness and purity, with the vilest of demon gotten blood magics, you are able to transform humans into vampires. Creating a new first generation of vampires, able to start a whole new bloodline and a whole new blight upon our land. (You may use any vampire alt form you possess, or standard Innistardi vampires). You may summon magical copy of vampires created by this perk using red and black mana.

Unmaking (600CP)

It is cruel beyond all other things to ask a creator to destroy their creation, or a parent their child. Yet sometimes that is exactly what is needed. Anything you create you may unmake, unravelling it at its base. Beings formed of magic unravelling, as the spell that created them does. Technology will fall to its base components. All things you make you can unmake. Though that doesn't mean you do not do so with a heavy heart.



Undiscounted

Protector (1000CP)

From the same family that produced its downfall, came man's salvation. The angel Avacyn. If I hadn't read the Lunarch's journals myself, I would not believe that our savior was a creation of theirs. Like Sorin Markov, you have learned how to create an angel that will protect whatever you designate them to at the time of their creation. They are in possession of all perks in the Church tree and I am what I am and always will be, along with a boost in power to place them on par with Avacyn. However you may only create one each jump, they will not leave what they were created to defend behind, and should all their protectees die, they will become inconsolable with grief from which they will never recover. Post-spark you can make as many angels as you want.

If you set the angel to protect you, your family, or your companions, they may follow you across jumps. But you will be unable to make new angels in new jumps while they remain with you, and they don't respond well to modification in any form.

This angel's appearance is completely up to you, as is their personality to a certain extent. They will always be protectors, but they may be distant or smotheringly compassionate. That kind of thing.

THIS CANNOT BE USED ON INNISTRAD WHILE AVACYN LIVES or alternatively until you complete Broken Faith.



Items

Silver Dagger (200CP, free all human backgrounds)

A small silver dagger common in Innistrad, most people have one to defend themselves.

Blade of Moonsilver (200CP)

A blessed moonsilver weapon, commonly a sword, used by cathars as a tool in fighting the many horrors of their home.

Moonsilver Arrows (200CP)

20 arrows tipped with moonsilver, for when you want to bring the hunt to the werewolves. Along with a quiver that refills every full moon.

Immortal Oak Stake (300CP)



A stake of oak, that curiously seems to be eternally alive. If you already have a stake you have gotten attached to for vampire killing, you may import it, the wood is now and from this point always will be alive. If the stake is damaged it will grow back into its shape.

Master Crafted Armour (200CP, free vampire)

Vampires only settle for the finest of equipment, in their own unique semi-gothic, semi covered in unnecessary spikes style. You have a fully crafted set of armour, that looks horrifically impractical and has far too many spikes, but is easy to move in and able to take a blow from an angel with only minor denting.

Master Crafted Weapon (200CP, free vampire)

A blade of the very best steel, carved ornately to your liking. This can be any weapon that could be commonly found in medieval Europe. It will never break if it is a blade and will never dull, though it has no supernatural properties beyond this.

A Scroll Bound In Iron (400CP, discount drop in)

This scroll contains the tale of the fall of Serra's Realm, a haven filled with angels, created by an Oldwalker using white mana. The tale is a sorrowful one and not one to be told lightly.

Moonsilver Spear (400CP, discount church)



A replica of Avacyn's spear, able to call a single angel of moderate power to your aid, once a day. They can only stay for a few minutes, and will not aid in doing evil. You may choose whether the same angel is summoned each time or a new one.

Geralf's notes (400CP, discount madman)

Everything from the most basic of Skaabs to Mindcrushers, and even Grimgrin himself. Detailed notes on the creation of each and every one of Geralf's creations.

Helvault (600CP, discount drop in)



Your own personal Helvault. One way and inescapable to any being you are capable of defeating in single combat, even if you couldn't kill them for some reason. After all, that which cannot be killed must be sealed.

You personally cannot be sealed into this, but companions can, and you'll need to free everything to get them out. Any non-companion sealed for more than a year will be unendingly hostile, and will do all in their power to harm you, and your plans, even if you were friends previously. Any beings you attempt to carry to other jumps will be locked into the deepest parts of the Helvault, which cannot be accessed until post-chain.

Blessed Graf (600CP, discount church)

A mausoleum attached to your warehouse. It is eternally well kept, with flowers blooming and and tombs beautifully preserved. Anyone interred here cannot be raised from the grave in any way. On Innistrad it is considered relaxing to rest near loved ones in their eternal rest, and while here you will be able to remember any you have lost fondly without bitterness.

Parasite Blade (600CP, discount vampire)

A replica of Sorin's chosen weapon, the Parasite Blade. Able to suck the life of those it cuts directly, and feed vampires in place of traditional means. The blade is capable of killing giants and even small cuts will exhaust most, as it saps their life. It is of such malevolence and so concentrated in its infusion of black mana that it reflects no light.

Crown of the 3 Day King/Queen (600CP, discount vampire)

A crown inspired by the court of the 3 day king holiday. A form of celebration by the Voldaren vampires, where a human is kidnapped and crowned king. Then served the finest of wine and food, while vampires wait on them obeying any orders that will not harm them or allow the ruler to escape or abdicate. At the end of the three days, the vampires collectively feast on the victim who has spent 3 days in terror awaiting this. The crown when worn induces paralyzing fear in its wearer, rendering them unable to think coherently enough to escape or fight back. It cannot be removed by the wearer for three days once it has been placed.

Elbrus the Binding Blade (600CP, discount madman)

A blade of bone that once held the demon Withengar, a greater demon and one of the many worshipped by the Skirsdaag cult. The demon was released by a deceived Saint Traft, who was tricked into slaying a group of cultists that had led him into a trap. By recreating this ritual that led to his freedom, granting someone unwitting the blade and having them slay their enemies, Withengar can be summoned in future jumps.



Lands

Lands are locations with which you have formed mana bonds. Lands purchased here will follow you as extensions to your warehouse or alternately appearing in at the closest relevant location. You may choose which at the start of each jump for each land. These lands will grant you a permanent mana bond. All lands are 400cp. Mana produced is listed in brackets. A slash Means one or the other at any given time, while 'and' means both are produced.

Kessig Wolf Run discount drop in (red/green)



One of the many pathways into the Uldewald. And with an infusion of red and green mana, it can convey some of the might of the werewolves that once roamed it.

Nephalia Drownyard discount madman (blue/black)



A coastal area where a ship has been scuppered close to a graveyard, corpses abound that will be replaced at the start of each new jump with bodies appropriate for the setting.

Moorland Haunt (blue/white)



A small chunk of the moorlands, with a tower at the centre. Like the moors of Innistrad, it is host to spirits and even outside Innistrad itself those that wish to return fervently enough may manifest as geists.

Vault of the Archangel discount church (white)



A replica of the place of Avacyn's birth, symbolic of both the start of the Church and the creation of an angel. People can sense this place is inherently holy, even if they have no context for why. It will make founding a religion far easier if you bring people here to hold initial sermons.

Slayers Stronghold discount church (red/white)



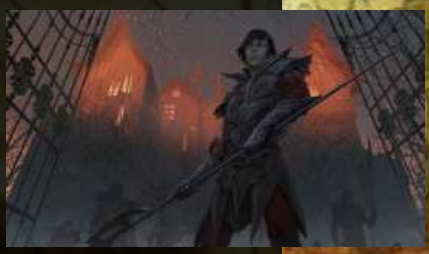
A recreation of the training hall and home of the slayers. Lanterns are always lit throughout the stronghold, with the exception of the barracks, and light cast by them conveys the effects of daylight.

Alchemist Refuge discount madman (green/blue)



The laboratory of an alchemist who left society to ply their grim craft. Located in a small copse, the laboratory will always be stocked with tools for both necroalchemy and the modification of still living things.

Decadent Mansion discount vampire (red and black)



One of the great manor houses owned by the elders of vampire nobility, decorated to the peak standards of their culture. It possesses the unique property that any depravity that takes place inside will go un-investigated, just long enough to hide the bodies. Appears in a remote region close to wherever you start in future jumps.

Companions

Companion Import (100-400CP)

You may import 2 companions for 100cp up to 8. Companions get 400cp and may take up to 400cp in non-shadows drawbacks.

Canon Companion Human (100CP)

You may choose to take along a human from this world. Either rescuing them or convincing them to come with you. You may not take Planeswalkers

Canon Vampire/Geist/Werewolf Companion (200CP)

These will work the same as humans do.

Canon Angel/Demon Companion (300CP)

You may bring along an angel or demon on your travels, with the exceptions of Avacyn, Griselbrand, and Ormendahl. You'll need to complete a Shadows scenario to get any of them to see fit to join you.



Drawbacks

You may take 800cp of drawbacks, unless you take one of the Shadows drawbacks. In which case you may take 1200cp.

Multiversal legacy (+0CP)

Any actions taken in other MtG jumps that would affect Innistrad carry over.

Bad Romanian accent (+100CP)

This is awful, not even a good approximation.

Rumor monger with a grudge (+100CP)

Someone is spreading some rather nasty rumors about you. “You're a werewolf”, “You're possessed by demons”, “You brought the devil into town”. All untrue of course, but it won't help your reputation.

Lab escape (+200CP)

It looks like some fool alchemist didn’t take care to contain their creations and now half man half bug aberrations are overrunning your starting area.

Suspicious Lot +200

The people of Innistrad are, by necessity, a suspicious people. And by ignorance, a superstitious people. Your out of jump powers will rub the mob the wrong way, and you’ll soon find yourself run out of civilization if you aren’t careful.

Silver's Bite +200 (mandatory lycanthropy for 0 points)

Blessed silver, that is silver that has been blessed by an Avacynian priest, causes agonizing pain to lycanthropes. The nature of this interaction is shouded in mystery, but in these dark times it is one of the few defences guaranteed to work.

The Dryad's Curse +200cp (mandatory for vampires, half cp vampires)

Vampires are vulnerable to all weapons of living wood, harming them far more than any wooden weapon has any right. You now share this weakness.

Moonlight Threshold (+200cp, mandatory for vampires, half cp vampires)

Due to the symbolism of the moon as humanity's protector and water's role in allowing humans to survive vampires, you cannot cross bodies of water in which the moon is reflected.

The Thirst (200CP, mandatory for vampires, half cp vampires)

Due to the nature of the blood magic that created vampires, and its inherent ties to blood, they require it to survive. You must consume as much blood as is found in a human being every moon, or you will rapidly desiccate and die.

Siblings game (+300CP)

You have caught the attention of the Cecani siblings, the ghoulcaller Gisa and the stitcher Geralf. These two mad necromancers that play what are essentially creative wargames with each other using the undead and you are there next objective. they will be Competing to add to their armies either as the base for a new creation around your corpse or just raising your dead body.

Howlpack hunt (+300CP)

Whatever you did you have caught the attention of particularly large holwpack and they're out for your blood expect full moons to be a thing of terror when 20 or more werewolves lay siege to your location to get to you. The wolf half instinctively hates you so don't expect to escape the grudges of the men with the wolves. villagers will not hide you if they become aware the lycans are hunting you so you better keep quiet and not raise suspicion if you don't want to spend those full moons alone.

Court of the three-day king (+300CP)

At some point during the jump you will be kidnapped for the feast of the 3 day king a macabre vampire festival. You will need to keep your wits about you to escape with vampires constantly watching under the guise of attending the king as you plot and make your escape before the grisly end to the celebration.

That Which Cannot Be Destroyed (+400CP)

The archangel Avacyn, protector of the plane and an incredibly powerful angel, has taken exception to your existence and deemed your destruction untenable. The solution? Seal you away forever. After all, that which cannot be destroyed must be sealed.

In Need Of A Protector (+400CP, cannot be taken by companions)

In her clash with Griselbrand, Avacyn did not get sealed with the demon. Instead she passed away. Now magic is fading fast and the angels, tied to the mana of the plane, mourn their leader's passing. You must not only step up to fill the shoes of Innistrad's savior, but take the broken remnants of the Church and bring them to prosperity.



Shadows Drawbacks – Take 1

All Hail Gitrog (+400CP)

Instead of your starting location, you awaken in a field, while being looked over by a slightly manic woman. Your powers and warehouse are unavailable, and something about the woman just sets you off the wrong way. Still she invited you into her home and did her best to be accommodating. What's a trip to the lake to a roof over your head, and some information on this place? Using only the skills you have accumulated on your travels, your Body Mod body, and whatever items you bought here, you must slay the Gitrog, a massive froglike monster with a (tough. Do you mean jaw or something here?) strong enough to split the mast of a ship, a maw wide enough to swallow a man whole, and teeth that belong on a dinosaur rather than an amphibian.

Broken Faith (+600CP)

Several years into your jump, the archangel Avacyn will be driven mad by Nahiri in a plot for vengeance against Sorin, who from her perspective, sealed her in the Helvault and allowed Zendikar to die. Avacyn will turn on the people she was created to protect, declaring them unclean. Avacyn suffers hallucinations, seeing the words spoken by people as vermin flowing from their mouths, and will be difficult to convince of anything you say. The one moment of lucidity she was granted in the story was upon being spoken to by her creator Sorin. Your goals are twofold. Firstly, you must cure Avacyn of her madness. And second you must restore faith in Avacyn with the people, allowing her to once again protect the balance of the plane. You have 50 years to achieve this and no perks or Warehouse, except what you bought here. Good luck.

Should you succeed you will find that Avacyn will be willing and able to join you on your journey, as thanks for saving both her and the plane. She has all Church perks and ‘I am what I am and always will be’ for succeeding in overcoming her madness.

1000 Years In The Dark +600cp Cannot be taken with That Which Cannot Be Destroyed.

You arrived 1000 years before the story of Innistrad, and were recognized by Oldwalker Sorin as a threat to the plane. Which resulted in you being sealed in the Helvault unable to access your Warehouse or escape. You must now endure 1000 years in the dark, maintaining your sanity with naught but demons and Nahiri for company. Whether you spoke to and listened to their words, or soldiered on in silence is up to you.

One day, years later, you will be set free when Liliana forces Thalia to open the Helvault. After a millennia in the dark, the light little as it is will assault your senses. As will the pain as you scrape your hands against stone, after roughly landing from your release. Whatever you were before, you are as mortal as any other on this plane. Now with just your Body Mod and any perks and weapons (excluding Elbus) purchased here.

You will soon be faced with a choice. Nahiri will return from Zendikar soon, after seeing the devastation the eldrazi have wrought in her absence. If inside the helvault you spoke with her, then on her return Nahiri will seek you out. Asking you assist her in destroying the plane, as Zendikar was destroyed. You may side with Nahiri and help her to strike out at Innistrad, as vengeance for your sealing. Or attempt to reason with the Planewalker grieving her home. If you did not speak with Nahiri or the demons in the Helvault for some reason or came into conflict with them, Avacyn will see you as a special threat in her madness, and will actively hunt you. In addition to this Sorin will see you and remember the threat you posed to his plane. Now believing you the source of Avacyn's madness, he will hunt you as well. In order to succeed in this drawback, you must not only survive but complete the win condition. Your depowerd companions will meet you once you have left the helvault

Allied with Nahiri

Your goal is, to put it simply, the destruction of Innistrad, or at the very least immense damage. You must do all in your power to ensure that Innistrad suffers damage, atleast similar to that of Zendikar, and likely more. Opposing you will be Thalia, Sorin, Jace and any others that desire to survive on the Innistradi plane.

Reason with Nahiri

Despite the many years together inside the Helvault, your words were not enough to sway the ancient Planeswalker. After knocking you out, she left to complete her revenge, for what she sees as Sorin causing the destruction of her home. You must seek out your friend of several centuries, and confront her. Stopping her plans from coming to fruition, possibly clashing forcefully, and convince her that revenge isn’t the answer.

Succeeding in either of these win conditions will allow Nahiri to accompany you on your journey. Due to reasons she will be unable to Planeswalk until the end of your chain, but she will find any interdimensional transport abilities exceptionally easy to use.

Surviving Sorin

As you have not spoken to Nahiri you remain ignorant of her plans until they come into effect and therefore must find the true source of Avacyn's madness yourself. You must investigate both the Plane, and any clues left behind by others, in order to piece together what has happened to the archangel. And prove you are not the cause, all while fleeing the many horrors this land holds. Once you have proven you are not the root of her madness, Sorin will confront and unmake Avacyn.

As a reward, succeeding in maintain your sanity alone has granted you not only both incredible patience and force of will... But also absolute certainty in how the things that anchor you are, be these people or a place you will always remember them.

But what if you chose to collude with the Demons?

If you decided to side with the demons of the Helvault, selfish beings that wish only cruelty on the world and power to themselves... You may instead choose to side with Gristlebrand in his opposition of Avacyn, rallying the the unholy horde against the angels and plunging the plane into darkness. Succeeding in breaking the Church and bringing demonic domination to the plane will reward you with the ear of demons everywhere and Griselbrand as a companion.

I’mrakul +600cp

Your arrival did not go unnoticed, for you sent a ripple through the blind eternities. It begins with a soft whisper, barely distinguishable from your own. Whispering of how you could have your wildest dreams if you would just join her.

The voice. It has never tried to harm you. Sometimes you ponder where it comes from, but surely it can't be all bad?

As you struggle against the questions and your curiosity, your companions will begin questioning your behavior. Question little things that you changed, all to make life easier in little ways.

As the month’s pass, creatures near and far gain extend tentacular distortions of their own flesh in praise. Speaking, preaching, screaming the name I'MRAKUL. Yet to you, they seem beautiful. Happy. fulfilled.

Yes, they got what they wanted. Is the world not safe for them now?

In but a few years the church will crumble, Avacyn's protection waning as the faithful abandon her for a foreign god. Even the other angels falling to the sway of this wondrous yet terrible deity. Should she live, the angel herself will leave public view after falling sick. Alien howls replace the nocturnal cries of Ulvenwald. The very stone beneath your feet echoes the name I'MRAKUL in anticipation. Even the vampires are affected, the neonates rebelling against their elders in the service of what many claim is a kinder master.

It is nine years before the titan descends to a rapturous welcome. By this point the mana of the plane, its land and denizens will be almost entirely twisted to the cause of the titan.

Your trial is simple: To slay the titan of Emrakul without succumbing to its' sweet temptations.

Demons, townsfolk and assorted denizens alike-almost all other beings have become tentacled beasts in the color of bruised and inflamed flesh devoted to Emrakul. Stronger many times over than in life.

The titan herself is an immense floating mass of tentacles, attached to a baleen lattice which breathes smaller beings made in her image. Around her, the desolation of the Blind Eternities buffets you with terrors from beyond the world. She lashes you with tentacles, her brood and immense blasts of mana along with constant mental assaults that grow stronger as you approach her.

Caging you in your own mind, should they succeed.

And yet, the titan you see is more akin to a limb then anything vital. To triumph, you must first draw the full titan within reach so that you may strike her with lasting harm. Should you wish to succeed in this feat, you will need might greater than can be found in this realm.

Rewards

While the experience was undoubtedly one you would never wish to experience again your time with Emrakuls whispers has taught you much of manipulation. The encounter with her eldritch mind, while not granting you any powers, has given your insight into how to align the goals of others en masse with words alone. This becomes significantly more effective with use of any mind affecting powers you may have, allowing you employ voices similar to Emrakul's, broadcasting them to as any people in your range as you can manage.

While you may find the very thought abhorrent you have also come in some small way to understand how she twisted the very being of others in her own image, allowing you to transform those subordinate to you in your own image taking traits from your body along with some minor abilities like flight or toughness in exchange for loyalty. The process behind this involves investing mana into the person you are trying to alter: a single mote of mana would evoke a small change - a couple of patches of scales if you're a dragon, or perhaps hair shifting to match the colour of your own etc etc 3or 4 mana will see marked changes like horns, the transformation of an arm or similar. 8 motes will shift them so significantly in your image it will be reminiscent of the titan's brood - uncanny copies with so little of the original left as to be indistinguishable. This is not swift - it takes days longer if the recipient resists and can be interrupted easily.

Any abilities passed on flight durability strength etc will cap out at the strength of the 3 sisters, or improve the subject that much if they were that strong or stronger before the change and will get weaker the less mana invested.

Notes

Mtg magic channels mana either sourced from your own reserves or external ones like artifacts and elves.

The Feast of Goldnight is a two-day holiday during which the sun never sets, and is the holiest day on Innistrad. Holy magic and enchantments are at their strongest during this time.

DEMONS=/=DEVILS

Devils are man-sized, red aligned, hedonistic fiends. They are cruel, short-sighted, violent, not much more threat then a pyromancer, and just want to cause chaos.

Demons, especially archdemons, are black aligned fiends of significantly greater power. With both more variety and sophistication to their magic. They are often playing the long game, evil, and want your eternal soul as well as more power.

Sangromancy is black aligned.

Avacyn's holy magics are white aligned, and yours may pull from Jumpchan if you prefer, rather than Avacyn. After the jump the magics are by default empowered by Jumpchan.

Story magic is blue aligned. It is how the planeswalker Tamiyo casts. Here is a story article with three examples:

http://magic.wizards.com/en/articles/archive/magic-story/stories-and-endings-2016-05-11

While inter planar travel is possible note that the blind eternities are EXTREMELY LETHAL to non planeswalkers and the nature of the mtg multi verse may make some form of dimensional travel hazardous due to this.

Be aware that due to the extremely lethal nature of the blind eternities (the space between planes in the Magic: the Gathering setting), travelling between different planes using out of jump abilities /may/ experience unexpected difficulties, or prove harder than normal. This depends entirely on the method of travel, as some may bypass the Blind Eternities entirely, while others may not work at all. The specifics on how your preferred forms of such travel interact with the Magic cosmology - if at all - are up to you; fanwank responsibly.

For vamps called with beginning a bloodline 1 mote= peak human strength, 6 will call someone that could fight a dragon and win consistently, 10=Alucard. Costs must be paid red black red black red black etc etc. newborn vampires created by this perk cap out at Sorin's (6 motes) level (NOT OLDWALKER SORIN NEWWALKER BEFORE SOMEONE WANKS TO INFINTY) unless they were stronger than that prior to the change in which case they merely gain the basic benefits of whatever vampiric form you have given them.

Necromancy is either blue or black aligned. Raising the dead straight from the grave is black, while experiments on corpses are blue. They can be combined and the results of that can be quite powerful. If you wish to but both stitcher and ghoulcaller you may purchase the other at a discount. Discounts stack.

Rule of thumb if Avacyn could do it so could protector angel.

Clarification on deal in bad faith it allows you to kill the other bargainer in magical deals and keep your end and theirs so long as, The power is not drawn constantly from them unless it can be supplied by their corpse. and allows you far greater leeway in anything that would allow them to revoke the power does not come with rules lawyering that's still up to you.

My master piece lets you intentionally trigger a spark of obsessive research into a single alchemical or scientific project producing something you would be hard pressed to recreate and superior to other similar projects in that field.

Blessing draws from any energy pools you have recipients are able to channel.

Changelog 1.2

Actually use edited version

Clarification on deal in bad faith added

Lands now make colours

Ways to use red and green mana added.

Changelog 1.3

100cp perks discounted are free

Clarifications on Markov psychic abilities

Clarifications on beginning of a blood line.

Various angel clarifications

Protector clarifications.

Werewolves no longer need to complete an endjump or take a capstone for at will shifting.

People are no longer falling for donuts

Bargain and masterpiece attempted clarifications.

Added the words at will to lycan capstone.

1.4

Added the lab escape, siblings game, court of the 3 day king, and howlpack hunt drawbacks

1.5 Tidied 1.4

Added clarification on warding.

1.6 restored price and name that magically vanished from protector

1.7 Typos corrected, added l'mrakul shadows drawback. Clarified some perks – Stories, Shelter, and some vampire perks.

1.8 More typos/spelling fixed. Changed ruling on inter-planar travel from banned to just dangerous.