

Iconics

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Introduction

Welcome to the Magic The Gathering multiverse. You have arrived Jumper and will become a Planeswalker, a great being of magical power, with the ability to travel the Magic The Gathering multiverse at your leisure. However, this is post-Mending and as such you don't have access to your true Planeswalker spark for it has yet to ignite. But this newer Planeswalker spark will let you explore the local multiverse in the meantime. This is a time of great change and the machinations of one cunning and sinister dragon, Nicol Bolas which will decide the fate of the multiverse.

You will arrive in the year 4552 AR, 52 years after the Mending. You shall leave this multiverse in ten years. In the coming conflict Nicol Bolas will make a bid for power, to cast the Elderspell, to harvest all the Planeswalker sparks, and to obtain ultimate power. Much will happen between now and then, many trials and tribulations, make the most of your time here and spread your vision across the multiverse.

Your Budget is +1000 CP

Location

As a Planeswalker, which plane you start on is not that relevant. Feel free to start on whatever Plane you would like barring those locked away from the Magic The Gathering Multiverse at large like Nicol Bolas's Meditation Plane. Whichever Plane you start on will be your home plane. If you are unsure of what Plane to make you home you can roll 1d8 to choose one of the Planes below.

1: Ravnica - A Plane united into a singular cityscape. This Plane is primarily controlled by ten guilds each representing two colors of Mana. They have a contradictory relationship, working for the common good of the Plane while always being in some form of conflict. Order is maintained by the Guildpact, a Plane-wide contract that applies to all of the people upon it. The immense population means that a disproportionate number of Planeswalkers both come from and visit this Plane.

2: Dominaria - The former Nexus of the Multiverse. A giant Plane two and half times the size of the Earth. Before the Mending, vast amounts of Mana flowed into this Plane from others within the multiverse. This is where the Time Crisis took place, that caused the Mending. This place has gone through countless apocalyptic scenarios and survived the aftermath. It is currently in a period of recovery and renewal. Though coming events might change this situation.

3: Innistrad - Possessing a gothic theme, the Plane of Innistrad is immersed in darkness. There are creatures that stalk the darkness and mad scientists that perpetuate unholy experiments. Hope is fleeting but precious, ever present and reinforced by the faith of the church of Avacyn. Treacherous times are encroaching upon the Multiverse, and the effects of the coming chaos might yet wreak havoc upon the fragile balance of light and darkness within Innistrad.

4: Zendikar - A land of adventure, the world of Zendikar is rich with powerful mana and treasures making it a popular destination for Planeswalkers. The world is truly alive in this place, with mighty elementals, moving landscapes, and living ley lines. Beware traveler, for while this land is treacherous, the greatest of dangers lies trapped below the surface..

5: Theros - Like the period of Hellenic Greece, this Plane is quite similar and ruled by capricious gods, claimed from ancient titans. This Plane is dictated by belief and heroes chosen by the gods. The very fabric of reality shifting to enable epic sagas of heroism and tragedy. Beings can be created wholesale from the night sky and form individual creatures that populate portions of the world.

6: Arcavios - Formed from the collision of two Planes and their mana overlapping there are places of overlapping power called Snarls that are important to the land. The appeal of this Plane comes from the distinguished Strixhaven Academy which has information of various magics from other Planes serving as a valuable catalog for new Planeswalkers or a resource for older Planeswalkers.

7: Eldraine - A realm divided into two parts, the fey wild and a series of five kingdoms each with their own knightly virtues. A land of fairytales, wonder, and storybook magic. A land of heroes and noble knights, is not so unlikely for a Planeswalker to find themselves in

8: Kaldheim - A world resembling that of Nordic mythology. This Plane is subdivided into multiple branches of Yggdrasil and is a place where adventures take place. It would not be remiss to think of the whole of the Blind Eternities to be part of Yggdrasil, but experience will see this view being dismissed.

Race

Race also isn't important as far as most Planeswalkers are concerned. You may start as any of the characteristic races. Humans, Elves, Merfolk, Goblins or Vampires. Alternatively, you may start as any race with roughly human capability such as the Catfolk, Vendalkan, Moonfolk, most small Myr or Werewolves. Pick an age and gender appropriate for your species. Races above human physical capacity like Gorgons, Minotaurs, Sirens, Myr like Palladium or Alloy, or Faeries. Such creatures with innate magical features or impressive abilities are 100 CP. Races far above human physical capacity like Giants or beings naturally gifted with a form of magic like Nyxborn, sapient Nightmares or powerful living artifacts like Karn or Myr Surperion are 300 CP. Do note that if you choose to be a powerful living artifact you will not be able to travel through time like Karn or leak Phyrexian oil.

Origins

White

White puts value in the group, the community, and its civilization as a whole. White believes that suffering is a by-product of individuals not prioritizing the good of the group. White's ultimate goal is peace, a world where there is no unnecessary suffering, a world where life is as good as it can be for each individual, a world where everyone gets along and no one seeks to disturb the bonds of unity that White had worked so long to forge. To govern and protect its community, White makes use of and puts value in a number of broad concepts; morality (ethics, grace, truth), order (law, discipline, duty), uniformity (conformity, religion), and structure (government, planning, reason). White is a color commonly associated with good and justice, but if left unchecked or if everyone is not working toward the same unified goal, White can become authoritarian, inflexible, and capable of sacrificing a small group for the sake of a larger one. Everything necessary to preserve the laws, rules, and governance that White created.

Blue

Blue is the color that wants perfection and looks upon the world and sees *opportunity* to achieve that, figuring out what you could achieve with the right education, experience, and tools. For Blue, life is one of constant discovery as you keep seeking to better yourself. This way of living requires the right attitude. You have to be open to possibilities, but also not too hasty in action. Blue is methodical and exact and recognizes that there are many forces, even some that come from within, that lead an individual astray. It is better to think one's options out carefully and select correctly than to rush to a decision. Implicitly, in that general world view, blue believes in *tabula rasa*: every one of us is born a blank slate with the potential to become anything. One need only understand how to make the change. So with this ill-formed goal before it, Blue reasons that if it is to make itself better, it must become capable of everything it *could* be capable of, for that is to "merely add" to its own capabilities. Blue believes it can't possibly be bad to acquire the *potential* for any conscious action. Thus, Blue, believing it is capable of changing anything if it understands the change, and believing it is imperative that it acquire every capability it could have, concludes that it is imperative that it understands change.

Black

Black doesn't see anything as fundamentally immoral. To black, the only measure of right and wrong should be whether or not it leads to success. Black is open to opportunities and strategies rejected by others as taboo or forbidden, death, torment, infection, betrayal. Black characters will do anything to ensure their own well-being even at the expense of others; to black, anything less only allows others to do the same. Thus, black does everything possible to gain the only commodity that can secure it from weakness, and ensure its ability to get whatever it needs or wants power.

Red

Red looks on the world and sees *adventure*. Life is a chance to experience something, many things and for Red, there is no more worthwhile endeavor than to enjoy life by the adventure it offers. Experiences are what life is about, and to appreciate the full range of life's experiences, Red lives by emotion. What makes one laugh, what makes one cry, what one hates and what one loves, these make up what a person is. A person can look only to these, believes Red, to find one's wishes and desires in life. Deny these, and life is meaningless.

Green

Green doesn't want to change the world, it wants everybody to accept the world as it is. Green is convinced that the world already got everything right. Green tries to coexist with it instead of trying to change it, regulate it, norm it, or take advantage of it. Green is the color of nature and interdependence. It believes that the natural order is a thing of beauty and has all the answers to life's problems, that obeying the natural order alone is the best way to exist and thus favors a simplistic way of living in harmony with the rest of the world. This can often lead to it being perceived as a pacifistic color, as it does not seek to make conflict with the other colors as long as they leave it alone and do not disrespect nature. However, it is fierce when it feels threatened and can be predatory and aggressive if its instincts dictate. Green believes each individual is born with all the potential they need, that it's imprinted in its genes. That everyone was born with a role and that the goal is to recognize it and then embrace it, and thus do what they were destined to do. But that role interconnects with the web of life, and thus everyone has to learn how you fit into the larger picture. We are not alone, we are a part of a complex system full of interdependency. Green truly believes that every individual has to bother to sit back and understand the bigger picture and don't get so caught up in the details of their lives.

Perks

100CP perks are free for their origin and all other associated perks are discounted to their origin.

General

Planeswalker Spark - Free

The post-Mending Planeswalker Spark, not the Jumper Spark. This is the Spark of the MtG universe, and your own Planeswalker Spark has ignited. Due to this your ability to understand and mold Mana becomes incredibly intuitive such that your potential far exceeds all mortal spellcasters. You know the basics of summoning creatures that you have a connection with, creating new creatures from mana, casting spells, and forming contracts with higher powers for boosts to your capabilities. As a new Planeswalker, your current capacity to use Mana starts at 5 motes of Mana before incurring Mana Burn. This will easily grow to 10 motes of Mana within a year and from there, given thorough magical research, you will be able to sustain an additional mote of Mana per year of study. Mana is generated from Lands, of which you can bond to one after half a week. Lastly, as a Planeswalker you can of course travel the multiverse. In a short ritual involving a mote of Mana and an hour of mental preparation, you can take with you anything on your person. This can be trained to have a lower cost and mental preparation time. In addition, you can instead Planeswalk instantly when following someone in the immediate wake of an interdimensional jump. When navigating between planes you can either go to a plane randomly or go to a plane you know or one you have seen by visualizing it in your mind. This ability is limited to the local multiverse until you ignite your Jumper Spark.

Alignment - Free/100



All magic is sorted into one of five Colors to which they are naturally inclined, likewise all mages have a Color to which they are more in tune with than others. For the Color of your origin you gain this perk free. Each purchase after your first will give you an alignment for another color at the cost of 100 CP

This perk gives you a solid understanding of the fundamentals of this Color, allowing you to easily serve as a peer in a respectable magical academy, start creating your own spells, and more easily form connections to creatures of the same Color without tutelage.

This perk also lets you apply discounts to the color of the second purchase's perks for which you have bought alignment in addition to your origin, but does not give you the free 100 CP perks instead counting them as discounted. This can be taken multiple times up the the maximum of five times

Taskmage - 50

Magic is the key to what makes a Planeswalker so powerful. While most Planeswalkers are natural talents, they may not all have the same level of magical training nor do they all take their studies seriously. You are a Taskmage, an individual who primarily uses their magic on a mercenary basis with no particular interest in the deeper mysteries of magic. Thankfully despite your limited knowledge base you are quite talented. Choose one school of magic, you become a gifted prodigy who is able to learn spells within that field faster than other Planeswalkers, barring those who are specialists in that area of magic.

Artificer - 200

Mechanical wonders and magical items of grandeur! Artifacts are powerful tools for people, wizards and Planeswalkers alike and you have a very potent knack for them. Creating artifacts comes naturally for you making you both an excellent craftsman and an intuitive inventor. It would not be difficult should you spend some time to start making artifice creatures of decent power. Within a scant few years you would even be able to devise inventions worth showing at Kaladesh's technology fair, assuming you have been studious. In addition to this, you also become more capable of making personalised artifacts that are imbued with your powers.

Oath of the Watchkeeper - 300

In life many oaths are easily broken. This oath however, is stronger than most. Choose one ideal, this powerful ideal by which you choose to live your life. When you choose, you can proclaim this oath to others while channeling Mana into your being, reasserting your goals. Those who know this oath and choose to help you willingly with action in pursuit of this goal, without duplicity, will find their magical skills honed. This affects you as well, aiding you in your spellcasting as the support of others strengthens your resolve. The amount by which you all benefit depends on how many individuals are close to you and their power. Needless to say this will not give you power equal to all of the participants, but it can be a crucial boost when the cards are down and everything is at stake. Those who choose to help you can leave at any time or be exempt if circumstances cause them to act unwillingly.

White

Shining Example - 100
Civilization, morality and rules help guide one to better serve the group. You know this all too well, and it comes to you to spread the word. With your being infused with White Mana, your appearance has become more refined and beautiful. Not only that but your charisma has become magnified such that it feels like you speak with the intensity of more than merely yourself. With such force of personality, it would not be difficult to gather followers and start uniting people in pursuit of a goal.

Lawmaker - 100
Rules keep society together and following them is of the utmost importance. Put simply, you have an intuitive understanding of the most basic rules when entering a new place allowing you to blend in with the crowd and avoid getting into trouble unintentionally. With just some minor study of a law book, it would not be difficult for you to be able to serve as a lawyer ensuring an understanding of even some byzantine law codes. This also helps you when writing laws, helping you close loopholes in the law, prevent the creation of laws that are impossible to enforce or that contradict, and make it so that the spirit of the law comes first.

Cleric Schooling - 200
Clerics are those who let faith and prayer influence their spellcasting. Not entirely separated from formal schooling they understand the principles by which spells work but also bolster them with their prayers and the prayers of others. Due to your faith you can choose two magical arts associated with White Mana, some examples are: Lithomancy, Hieromancy, Shield Magic, Light Magic, Healing Magic, Purification, and Aethermancy which is the prevention or inhibiting of summoning. In the fields you choose, you become a gifted prodigy who is able to learn spells within these fields faster than other Planeswalkers, barring those who are specialists in that area of magic. The prayers of others can aid you in your spellcasting letting the combined faith of your chants increase the power of a spell, in addition you would be able to recognize divinity on sight.

Knight's Bravery - 200
Paragons of honor and justice, knights are those soldiers who keep the law in check. Their martial skills are nothing to scoff at either, and neither are your own martial skills. You have been trained as a knight and have excelled under the tutelage. This has made you one of the best knights across the planes, through martial skill alone you could hold your own against entire bands of lesser knights and it would take a knight of legendary status to best you just in martial combat alone, your skill is sufficient to easily be knighted in four of the five courts of Eldraine with a good chance at the fifth. In addition to this skill at arms, you also find it effortless to weave spells in the middle of fighting with a weapon, not needing to pause as you beat back enemies.

Lord's Wisdom - 400
A king must be wise, charismatic and skilled in matters of ruling in order to support their people. While it is a difficult job it is one you shall be well versed in. Matters of international politics, economics, management, grand strategy and inspirational leadership are no problem for a ruler of your stature. While you are perhaps not the greatest king a nation may ever have, nor be fully up to the task of handling a crisis. Day to day management of a kingdom shall never find you wanting.

That being said, you do possess two great skills as a ruler. The first is you possess an eye for talent that few can rival. No man rules alone and as such you can always find the right man for the job. The second great skill you possess is the ability to set goals that define your kingdom. If the goal is a crusade to purge evil, then the finest crusaders in the land will flock to the cause. Or perhaps if the goal is to build a great monument, your citizens will work their hardest to please their king. They shall serve the crown to build and protect society, for the benefit of all. Just don't give them a reason to rebel for the benefit of all.

Hero's Journey - 400

Sometimes the selfless must venture out alone to save the many. In this case a great pilgrimage or quest can be undertaken. When upon one of these journeys you shall find yourself with uncanny fortune. Perhaps you will find a great mentor who can aid you in your journey and teach you the ways of the world. Or arrive at the scene of a great confrontation from which a sword drops from the sky which will serve you well in future engagements. While such circumstances seem unlikely, they will be quite common when working toward a goal to aid others.

Do keep in mind however, that such luck is not limitless and it can be all too easy for you to die should you let your guard down in a critical moment. This fortune also won't grace you if you are wandering randomly without goal or acting toward selfish gain.

Soul of Sacrifice - 600

The triumph of those Planeswalker's who embrace White. Is not their uniting conquests or their victories which instill order, but the lives they helped and saved along the way. No matter what battle you win, you need to make sure there is something left after the battle is over. Accepting this truth, once per jump, when you give your life for such a selfless cause then it will not truly be lost. You shall rise from the ashes with those you saved behind you. This miracle can't truly be fulfilled over a selfish cause like personal power or self preservation; it must be for others.

If you choose to forsake this miracle you can instead produce another. As replacement for the revival of self, you may instead use that power to instill prosperity in the lives of others. Blessing a nation either of your creation or for whom you fight for, granting it a Golden Age that even the greatest of rulers would have trouble replicating, accelerating its development, lowering its crime rate, and turning the lives of inhabitants into one of grace and humble fulfillment.

Walking With Angels - 600

Angels are beings of beauty and faith, borne of White Mana and defending the ideals of morality. You now hold a particular affinity with them, like Serra before you. It is incredibly easy to form bonds with angels, as they seem to just understand you and find you inherently likable. It is also easy for you to also convert angels to corruption or be able to redeem fallen angels.

In addition your Mana finds the shape of angels incredibly comfortable, as such you are able to birth them with ease that even powerful Planeswalkers would find baffling. It would be easy to create a group of five angels at a time for the cost of one of equal power, letting you create great armies to protect entire realms. Individuals of greater power, however, are much more difficult, as creating archangels or more powerful angels like Avacyn will still strain you even after years of effort and study, though less so than most Planeswalkers. The angels you form tend to conform to the values you teach them, and even find themselves as related to each other, meaning they will never truly feel as the only of their kind as other artificial angels feel. Serra was seen as a goddess for this gift, will you be worthy of it?

Blue

Depths of the Mind - 100
The path of a Wizard is study, rote memorization and learning. These qualities are innate to those who wish to practice magic. Being infused with the cooling touch of Blue Mana, your intelligence has boosted along with your memory and ability to learn. Put simply, you are quite the savant, easily worth three of your peers when looking towards solving a problem, learning three times faster than normal, and having a perfect memory barring magical interference.

Calm on the Water's Surface - 100
A scientific mind does not lash out recklessly, they do not make hasty judgements and they do not go in without preparation. To go in without calm and calculated thought risks both self and secrets that one might find. Keeping this in mind has stilled your passions to let what lies beneath become apparent. You can remain calm in any situation, and have the presence of mind to think with clarity even in a chaotic setting. This instills a protection against fear, panic and rage in your actions. Though this does not protect you from unnatural effects that stir your emotions, it is easier for you to counter such effects with magic.

Wizardly Studies - 200
Wizards are those who spend years in academies, studying texts and calculating magical formulas. Their intellect bolsters their work and they tend to devise spells as they progress in their research. Due to your studies you can choose three magical arts associated with Blue Mana, some examples are: Cryomancy, Hydromancy, Aeromancy, Chronomancy, Precognitives, Psychometrists, Mental Magic, Illusionists, Arcanists and many more. In the fields you choose, you become a gifted prodigy who is able to learn spells within these fields faster than other Planeswalkers, barring those who are specialists in that area of magic. Unlike other magical traditions this one has no additional benefits.

Current Through the Cracks - 200
A scholar is often disadvantaged when faced against the sword of a reckless warrior or the jaws of a wild animal. When mind is challenged with brawn it is up to wit and ingenuity to carry one through a skirmish. You excel at finding ways to restrain or weaken the capabilities of an adversary. This can involve finding weak points, restraining their movements or even rusting their sword so it fails to harm you. This works especially well with magic as further knowledge adds to the number of methods you can employ and the range of targets you can affect. With this it is easy to win battles before they begin.

Great Teacher - 400
Knowledge that you hoard for yourself is valuable, knowledge that you share is priceless. You possess all the qualities of a great teacher. It is not difficult to understand the level of complexity a student can handle at any one time. You are skilled at conveying information to others as well, it would be easy to explain advanced intellectual concepts through charades without saying a word. Likewise it would be childs play to write a book concisely summarising your ideas and publish such a thesis for others to read, after which it leads talented students to you. With these skills it would be easy to start a magical college of your own, from which you can gather power and allies as scholars and wizards bring knowledge to you. This is especially true to those you teach directly under a direct apprenticeship as such individuals would learn three times as fast from you and will even come to respect you greatly despite any eccentricities.

Secret Hunter - 400
The Planes contain secrets harder to uncover than those found in the deepest ocean. There are many such things hidden away in myth, rumors, legends. Artifacts of great power, long lost spells, bits of history lost to knowing minds possibly forever. This is unacceptable. You are a seeker of such secrets, and an experienced one at that. You can discern truth from legend, find out what rumors hold merit or are mere folktale when you hear or read them. Once you know about such gaps in knowledge, you can be sure you won't lose the lead you have once you start pursuing it. You may not be up to the trials involved with finding such secrets but you will never be at a loss for what to do next. However, you are not merely good at finding, you are also lucky when it comes to stumbling into rumors and legends of interest to you.

Go With The Flow - 600
The triumph of those Planeswalker's who embrace Blue, is not outthinking their opponents, having more knowledge than their opponent or having more power than them. What truly sets them apart, is seeing through the illusion, understanding and coming to the truth of the situation. An insurmountable obstacle, an unattainable dream, an impossible goal. There is no such thing, the more "absolute" something appears to be, you can see the flaws clear as day given time to figure it out.

A master plan that an enemy lays out that makes it so that all roads lead to their victory will always have a way out where you pull ahead. Likewise, while you might fail to solve an impossibly complex spell formula, the knowledge you gain in the attempt will always benefit you, not being a waste in the long run. Even if you are stranded on a plane without your memories, resources, or allies. You can always piece together a course of action through a lead you stumble into to regain yourself. That doesn't mean anything will ever be easy, you will need to take the initiative, and it might even seem downright herculean. But if you go with the flow you will always be heading the right way.

Speaking to Sphinxes - 600
The hunt for knowledge is never ending, when needs must be met it is prudent to search for the best sources of such knowledge. Sphinxes are the hosts of ancient knowledge and often hold many decades, centuries, or millennia of knowledge. You have an affinity for such wise beings, they sense you are a worthy vessel for which they can share their knowledge. To form friendships with Sphinxes would be easy for you and they are more than willing to fight for your side by offering them knowledge or riddles they have yet to learn.

In addition to this you are granted additional boons. You are a master at solving riddles and puzzles, can discern lies from truth, and can discern truth from honesty through inference. Not only this but your words and thoughts have an innate weight to them. Like a sphinx your voice can become a symphony and this symphony conveys the amount of knowledge you possess giving you an air of authority. This knowledge also aids your mental defenses as the information you understand becomes a maze in which telepaths can get lost in from which they can easily escape but find near impossible to enter. After centuries of learning, it would take a prodigious telepath of the highest quality knowing you personally and multiple attempts to actually breach your mental defenses. Post-Jump you will be able to encounter sphinxes with form and ancient knowledge appropriate to the setting, though you would need to conduct a dedicated search and they are few in number. The more fantastical the setting the more numerous they shall be.

Black

Seeing into the Darkness - 100
Being selfish, or looking out for oneself is often viewed as such a negative thing but you know differently. Being infused by Black Mana you see the world for what it is and view it with more honesty than most. Put simply this grants awareness, both in the physical sense letting you see in the dark more clearly but also a sense of others and yourself. You get a better understanding of your own mindset and the mindsets of others, making you both an excellent judge of character and more perceptive of the wants that one may have.

Amorality - 100
Doing the right thing does not always involve doing the “righteous” thing. Morality tends to get in the way of the actions of most living beings, shackling their actions and preventing them from acting effectively. You can choose to free yourself from these restraints. At will, it is possible to discard morality temporarily or permanently as you wish. This prevents you from having nausea or revulsion against a difficult decision that must be made to accomplish your goals. This likewise also applies to immorality, letting you discard it temporarily or permanently in order to accomplish a goal that would otherwise sicken you with it’s foolish generosity.

Warlock Rituals - 200
Witches and Warlocks gain their power primarily from consulting with dark beings of great power. While they can learn spells from study, they tend to take shortcuts by contracting and gaining power that way. Through some powerful rituals you can choose two magical arts associated with Black Mana, some examples are: Sangromancy, Necromancy, bringing nightmares into existence, Hexmagic, Demonologists, Shadow Magic, Death Magic and many more. In the fields you choose, you become a gifted prodigy who is able to learn spells within these fields faster than other Planeswalkers, barring those who are specialists in that area of magic. In addition, you are able to more easily get intact with powerful entities as your experience with dark rituals aids you, they will also be more willing to offer you less steep prices for what you ask for but something like becoming eternally young and beautiful still comes with a very hefty price.

Blade in the Dark - 200
Sometimes you have to get your hands dirty, there are enemies that facing head on would take too much of your time or resources to deal with in a timely manner. To this many turn to assassination to deal with their opponents. You are no stranger to assasination and in fact are quite capable in this regard. While you might not be able to stand up to a group of elite knights in a fair fight, you are by no means a fair fighter. Your skill with infiltration and poisons would make you a talented agent by the standards of the powerful guilds of Ravnica, while your bladework and skills in legerdemain are truly impressive to the extent you could juggle blades to confuse enemies in combat before impaling them with thrown knives. You also possess great skill at detecting assassins using the same methods, making you a valuable bodyguard or a difficult target.

Playing the Court - 400
Fools surround you, petty men squabble for power and make great schemes to change the course of empires. You play a much larger game, the game of controlling such men without their knowing. You are a schemer of the highest order and a master of political games and psychology, like that of Sorin Markov or perhaps with much more influence and power Nicol Bolas. It isn't hard at all to keep track of grand conflicts across multiple planes and micromanage each one in order for things to go your way and gain power. The more power you yourself have, the more you can manipulate things to your advantage. With a clever mind, this lets you form a beneficial feedback loop as you gather armies, agents, spells, artifacts through events and let you influence events with those in turn. All borne on the backs of others and stolen for your own use.

Puppets and Tools - 400
However, there is something special about the personal touch. Perhaps instead of stealing the works of others you can gain power by stealing the lives of others. You are a master of death, but you are not a healer. No, instead you are a master of using life and death for your own gain.

Whether it involves creating plagues, modifying individuals to be monstrous subservient slaves, raising undead minions, draining the life of another to fuel your own, or even torturing individuals to have them suffer ever more terrible nightmares to call into this world. You generate better results the more you make others suffer, making the effort to be evil worth it. Though others might disagree.

Self Fulfillment - 600
The triumph of those Planeswalker's who embrace Black, is not selfish survival above all else, instead they strive for much greater ambition, the power to do what they want. When things are at their bleakest, you can turn the tide since you are best when everything depends on you. Your decisions are powerful and the more participants in a conflict, the larger your power will grow in that moment.

If you are facing a great hero or villain one on one, then you will only be able to operate on whatever power you possess. But if you are in a conflict with great armies, you will find yourself empowered such that having you on a side would be a war winning advantage. Likewise great armies you face alone will also empower you as the weight of the conflict benefits you in some manner. Now the main question that enters the minds of leaders when you become involved in a battle is simply. Which side are you on?

Lying With Demons - 600
Demons are beings of corruption and evil, borne of Black Mana and plaguing the Abyss. You now hold a particular affinity with them, a dark association to be sure. It is incredibly easy to understand demons, and while they might not find you likable you can control them with far greater ease. Even some powerful demon lords would feel understandably nervous of you, wanting to be on your good side in fear that you might usurp them.

To some people your mastery in handling demons might seem like you have one whispering in your ear. That might be more true than they realize, for you see you have an entity within you. It is formed of a massive amount of Black Mana though regardless of whether this voice is your own or another being it is intrinsically bonded to you and has your best interests at heart. This being can act as an advisor with a more cruel viewpoint, boosts your Black Mana aligned magics and actively provides you with a very unique boon.

Specifically, it lets you use this vast quantity of Black Mana to forcibly engage in contracts with demons subjugating them in blatantly unfair terms, making them slaves and binding them to your service. This form of subjugation usually only works on demons clearly weaker than you, but even when engaging in a voluntary contract with a powerful demon this power can let you shrug off some conditions of a contract such that you might get away with trading another powerful soul instead of your own like originally agreed upon.

Red

Burning Enthusiasm - 100

Life is more enjoyable when you just let yourself loose and do what you want to do. Being infused with Red Mana, your passions burn brightly, love feels more intense, your view of the world is more vivid and happiness feels more meaningful and satisfying. Your enjoyment of life reaffirms your willpower as you choose the life you want to live, knowing all the more that your life is worth living the way you choose and the warmth of past experiences will keep you going through hard times.

Warm Friendship - 100

What is life alone? Why not bring friends! It's easy to make friends when you are on an adventure, but for most it is hard to keep them. Thankfully, you are a spitfire that brings warmth with you wherever you go. Like embers in your wake, the friends you make along the way will not burn out and instead burn into strong bonds even without you to stoke them. They won't become obsessed or anything but they won't forget you and will remember you fondly. You can of course in good conscious reciprocate as you would never forget the name of a friend and will always remember the experiences you had together. It is also rarer to get into fights with those friends you make, one would have to act like a real bitch for such friendship to be broken. As such only the actions of either side or an outside party, can truly tear apart such bonds, but never time or distance.

Shamanistic Practices - 200

Shamans are those who spend years of practice and hunting for lore to learn magic like wizards. Unlike wizards which focus on a more studious nature, shamans use emotions and strength of will to bridge the gap of intellect and understanding. Due to this, they also have some connections with the elements and the spirits. You can choose two magical arts associated with Red Mana, some examples are: Pyromancy, Electromancy, Geomancy, Animism and Physical Enhancement usually involving speed, among many others. In the fields you choose, you become a gifted prodigy who is able to learn spells within these fields faster than other Planeswalkers, barring those who specialize in the same field. In addition this method of magic lets you tribute physical items in order to give your spells more Mana in the short term or form bonds with spirits.

Improvised Spellcasting - 200

Screw all the formal learning, studying and practice. When you move as much as you do, what you need is to make spells on the fly. This comes with exceeding ease to you. Being able to devise spells within your skill set when you need them, whereas other Planeswalkers might need an hour, days, weeks or months to think the spell over. You won't be able to make a mind control spell as a Pyromancer for example but you may be able to change the fire you control into a sword made of plasma covering your hand to block swords.

Unfortunately, this spontaneous spell creation comes with some drawbacks that are proportional in severity to the amount of time you would need to understand the spell. These drawbacks could manifest in different ways depending on the spell in question such as a loss of fine control, reduced damage, increased Mana cost or damage to self. A fire spell that would only take an hour to perfect for example, may leave some minor burns, while a fire spell that would take months to understand may end up blasting off an arm and a leg in addition to damaging your sanity. Thankfully, you have a full awareness of the cost of attempting a spell before you are ready. Such is the price of adaptability, besides if you live through the conflict you can always fix the spell up later when you get around to it.

Voice of Rebellion - 400

So easy is it for the common folk to fall into complacency, to let those in power trample over their wishes and desires. No longer. You will speak up for the people, call them to arms, and incite great mobs. Stable empires of tyranny can fall extremely quickly when you speak up and point out the flaws to an audience. This will require a flair for the dramatic as revolution has no place for calm voices, thankfully you are very good at grabbing the attention of others with flashy displays of power.

Not all take kindly to fiery words, you can be assured that this will make enemies of those in control. This too will work in your favor in the long run, as the strongest of their military will be focused on destroying the voice of dissent rather than suppressing the common folk thinking it beneath them for the time being. Just be wary, if those in power succeed and imprison or kill you, then the people may lose hope and dreams of freedom will fall apart.

Berserking Warrior - 400

Emotion is the lifeblood of a warrior, passion to pursue victory, rage to strengthen your blows, pride to match your skill. Emotion drives you as well, as the emotion you feel sharpens your abilities and is clear for all to see. A pyromancer in a fit of passion might find their hair encased in flames, and a warrior in the depths of rage will see their muscles bulge. One could find their abilities double when passionate about a cause or even tripled if one’s emotion is so great that they hate someone with the strength of a thousand suns. Just keep in mind that emotion must be met with action, if you find yourself in despair or terror with no idea of what you should do, then this will grant you no benefit, no matter how great the emotion.

A Life Well Lived - 600

The triumph of those Planeswalker’s who embrace Red, is not that of attaining their ideal life, for such a thing truly does not exist and limits one's freedom. But instead realising that a perfect life can’t get better, whereas a life well lived can always foster new adventures, wants, and desires in the future. Your life has granted you a very rare skill among those who embrace Red due to its logical paradox. You have control, specifically control over your own life.

This manifests itself in your abilities, where as your most powerful abilities are no less powerful or destructive you can wield them immense precision. A raging inferno in all directions can have all that destructive power channeled into a beam scything through much more dangerous targets with much better results, a meteor you summon falling from the sky can break formations on a mountain without shattering it and leaving your allies completely without a scratch. This is not merely reducing collateral damage, this is focusing the power lost on unintended targets, like the ground or the surroundings, and instead directing all that power at the intended target. Just keep in mind you still need to hit your target which isn’t necessarily assured.

Riding on Dragons - 600
Dragons are creatures of power, worshipped upon many planes, where most would venerate or fear dragons; you are different. You possess a strong affinity with dragons, attaining their power for your own. With this power you are able to conjure parts of a dragon's body onto your limbs or coat your body in their scales. In addition, dragons, while they may not see you as kin, acknowledge you as someone who has attained some degree of their power and as such worthy of respect.

Due to this affinity, working with dragons is exceptionally easy as those in your service are able to instinctively sense your emotions and desires acting in response to them. Those dragons who are not in service to you treat you favorably, granting favors to you in exchange for comparatively small tasks, which can range from dealing with an enemy for them to giving them treasure. With enough training in this power you can eventually reach the height of an actual dragon being able to transform into one at a moment's notice, though reaching the power of an elder dragon is likely something out of your reach through this alone.

Green

Survival of the Fittest - 100
While Green values the community, it is ultimately a meritocracy, and those who have no use are hunted by predators. You are not one to be hunted and your body has been thoroughly enhanced by Green Mana permanently. While you can still be enhanced by spells, your body's natural state has been improved to at least the peak of your species and outright superior in one area of physical development. If that area is strength, an ordinary human could be an eight to nine foot tall giant of a man that could lift boulders and split open metal armor with their bare hands. Or if that area is agility, that same human would be lithe, with efficient movements letting them jump into the air several meters and perform masterful contortions with ease. Now you hold a place in nature, and you shall not lose it.

Honed Instincts - 100
Both predator and prey have a sixth sense, they know what is stronger and what is weaker. Just like the instinct that nature saw fit to imbue into creatures of the wild so to do you have this instinct. This instinct acts as a form of danger sense, letting you dodge unseen arrows, avoid the attacks of wild animals and size up the threat of a quarry. This also aids in survival, guiding one to food, water, shelter, and community.

Druidic Tradition - 200
Druids are cultivators of nature and casters of faith. They hold close ties to the world around them and in turn the world around them gives them power. This makes them especially in tune with Green Mana and you can choose two magical arts associated with Green Mana, some examples are: Enchanters, Animists, Physical Enhancement and giving form to animal spirits. In the fields you choose, you become a gifted prodigy who is able to learn spells within these fields faster than other Planeswalkers, barring those who specialize in the same field. In addition this method of magic lets you cultivate the land around you and the Mana within you by improving what is already there. As such with time and effort you can help a land grow, increasing the amount of Mana it can produce. The same can be done to your spirit, allowing you to slowly turn your body into a powerful producer of Mana through meditation and understanding of the world around you.

Beastmaster - 200
Of the many occupations of man, it can be argued that the hunter has the closest connection to Green. A skilled hunter can fell a great many beasts, and in turn follow the rules of nature by cutting the chaff to allow the strong to grow. You have years of experience hunting in the wilderness and the talent to become a legendary hunter. Through these many years you have grown accustomed to the language of beasts, allowing you to communicate with them on a very primal level. Animals whom you assert superiority over are inclined to follow you like a pack follows their family head. While you may not have the skill of a knight, your skill as a hunter makes you predisposed toward defeating more wild creatures. Lastly, your affinity with beasts grants you a special ability, those creatures born from nature of which you are able to conquer grant you a fraction of their strength to add to your own.

Harmony With Nature - 400
Nature isn't just a means to an end, it's your family and it treats you like such in kind. The natural world respects you and is willing to give you certain privileges. Predators will not attack you out of hand for example and are willing to let you go on your way with a light tribute of food. Bugs will not pester you, and the roots and vines shall never catch your feet. Likewise your opponents will see themselves seeing the opposite as nature itself seems to become their enemy. As a community, you know where to find it's residents. Dryads, naiads, ouphes, centaurs, treefolk and local elementals are all easy to find for you and can be bargained with on favorable grounds to request aid or favors.

This hospitality can see you through many hardships as a problem tackled alone could be much more difficult. But with your family behind you, you should be able to see it through. That being said, there are still black sheep in the family and certain scenarios can't be helped. While you might convince your family to fight for you, you can't expect them to die for you, starving animals will still attack for food and breaching the hospitality in kind such as attacking a dryad in its sleep or destroying a forest without good reason will see you blacklisted as well. Lastly, there are some whom have evolved above this family structure, such great creatures the size of kaiju will not give you courtesy but they are more likely to overlook you.

Formula Breaker - 400
The trickery of the unnatural ruins the community and stability of what nature brings. Strength and ability should be what decides a conflict, not mere falsities and deceptions. But the illusions of tricksters shall not reach your mind, and the sorcereries of your enemies shall not reach your body, so long as you remain strong. Your body now resists magic and the more powerful your physicality, the more powerful the spell you can resist, though whether you choose to resist a spell depends on your own decisions. In addition, you can apply this effect to those things you apply force too. Perhaps a man whom you hate possesses an enchantment of invulnerability, with enough strength you can punch through the magic. Or alternatively you can strike down illusions and curses. Keep in mind though, this solely depends on the strength of your body, not what strength magic can grant you by enhancing your body.

Unending Growth - 600
The triumph of those Planeswalker's who embrace Green, is not destroying the unnatural, but instead, fostering life. If you wish you can take this lesson to heart, quite easily in fact. At will you can accelerate the growth and evolution of creatures and plantlife in an area around you even without the input of any of your spells, as if you yourself were a walking leyline and part of the world.

This starts at roughly double the rate at which the process of evolution would normally go, however the rate of growth and evolution increases quite quickly if you stay there for long periods of time. Living in a single medium-sized forest for three year will see that forest grow to the size of some nations with vicious predators that could tear apart small groups of heroes with ease, extremely tenacious herbivores that could stand up to the might of small armies and unique plant life with their own special qualities. This not only lets you cultivate new powerful creatures to summon, that are easier to summon due to being constantly exposed to your mana, but such creatures are even more receptive to your spells allowing you to further enhance their strength, size, and speed than you would otherwise be capable of.

Heads of the Hydra - 600
Nature proliferates and grows. Usually this is as a whole becoming an environment and an ecosystem. But there are certain creatures that buck this trend, not merely apex predators but creatures outside the natural formula yet borne from it. You have an affinity with such creatures, hydras. Not only are you able to tame such animals with regularity and with far less difficulty than even advanced civilization could, achieving the feat through skill rather than a need for magic. You also gain some fragment of their power of regeneration, letting you heal most wounds overnight assuming you survive them, including the regrowing of limbs and organs.

In addition, you are capable of mutating non-sapient creatures into hydras of some form using a large quantity of Green mana. The power of the creature will depend on the type of creature and how much power it had before the process. The more powerful the end result of this process, the more skill you need and mana you are required to put into it. A general rule of thumb when creating such creatures is that the more heads it grows the more powerful it becomes. A great wolf twice the size of a man when mutated may only have it grow two to three heads like a cerberus without the ability to breathe fire. Whereas a great sea serpent that can sink whole fleets may grow nine heads easily.

Items

You may receive a discount for one item of each price tier: 100, 200, 400, 600. The first item you discount that costs 100 will be free. All items and their contents will be replaced if lost or irrevocably damaged. Purchases past the first for items that can be purchased multiple times are always discounted. You can use the discount of a higher tier to discount an item in a lower tier.

Collection of Strange Cards - 100
What an amazing collection! This here is a magically vast binder full of cards that seems to contain four duplicates of every single Magic the Gathering card ever officially released including alternate arts and holographic versions. It also seems to contain some new cards representing abilities, close friends, iconic figures, creatures, spells, etc from your previous jumps. All balanced for competitive purposes of course. This binder also updates with new cards as you enter into future jumps with both cards for the original history and the newly altered history received in real time. You sadly can't actually learn to summon any creatures or cast any spells from these cards nor will you learn any great secrets hidden by characters but it is fun material to release your own card game. Be careful of incurring copyright.

Mana Geode - 100
What a beautiful trinket! This simple trinket is a rainbow colored stone in a pendant, while some might think this to be a mundane accessory you can tell otherwise. This is a powerful artifact that can generate a land's worth of mana of any color. In addition to this potent ability you can also use it to see the future to a certain degree, by looking at the stone you can see possible future events depending on what colors you focus on, though these events are blurry and may not always come to pass.

A Stash of Unique Minerals - 200
The resources of the multiverse are many. But for all those resources some are more valuable than others. On top of that some are even exclusive to certain planes! You receive a large amount of the following minerals, in hopes you can put them to good use. With this stash you receive one kilogram of Darksteel Metal, five rods of Etherium or five kilograms, ten kilograms of Thrawn metal, twenty kilograms of Mizzium, and enough Lazotep to preserve the skills and achievements of fifty men. You shall receive a new stash every three months. Inside are instructional techniques on how to use the included minerals but not how to produce them. That will be for you to figure out.

Filigree Cybernetics - 200
This is a prosthetic made of the magical alloy Etherium. Etherium has the unique functionality of being able to replace the physical functions of the body through a series of complex enchantments. On Esper it was seen as a necessary part of one's life to replace parts of their body with Etherium thus enhancing their durability and mana capacity. This is either an arm or a leg weighing in at ten rods of etherium which is much more than the average Etherium Prosthetic. Depending on whether it is an arm or a leg it will grant you either enhanced dexterity or agility respectively. As it is effectively an artifact it should be easier to manipulate and enchant further with magic than the body. Not only that but it has some innate technological feature such as fingers that can be fired off like bullets that return to the prosthetic or mana propelled rockets. Lastly, such a prosthetic is especially easy to modify technologically and is extremely accepting of upgrades such that you might be able to add a completely unrelated artifact's power to it. If you wish post-jump instead of a prosthetic it can be made into an exoskeleton to be placed over a limb. Alternatively this can be a torso but aside from enhanced durability and a unique technological feature it does not boost your ability to move. This can be purchased multiple times, you can import into this..

Arcane Encyclopedia - 400
This is a curious book, it appears to contain ancient knowledge. It contains a treasure trove of information, strangely enough related to the schools of magic that you specialize in. From the appearance of it, the book seems to come from a time before the Mending and has been penned by a millenia old Planeswalker who practiced magic similar to your own. Strangely the knowledge that this book presents will grow more vast as you learn more about the types of magic contained within. This could greatly accelerate your learning from what is penned. Remember, knowledge itself is neither good nor evil. Just as the wrong book in the wrong hands could doom all existence, the same book in the right hands could save it.

Mystical Armament - 400
Many Planeswalkers use spells to win battles, but many more favor a weapon unique to them. Not being satisfied with even masterly crafted weapons, this is a potent artifact specifically designed to boost your combat prowess. This artifact will have abilities in one of three possible categories. The first option is that it can be an extremely offensively powerful artifact like the Blackblade used by Gideon or Godsend used by Elspeth Tirel, objects with the power to bring low deities and elder dragons. The second option would be like that of the Chain Veil or a weapon like those wielded by the Gods of Theros such as the Bident of Thassa, artifacts with potent effects that enhance magic. Or lastly, it can be something like the Ark Bow wielded by Vivien, or Kaya's Needles, weapons that specialize in manipulating or fighting a very particular type of creature. This can be purchased multiple times, you can import items into this.

Planar Bridge - 600
An immensely powerful artifact created purely by accident. This is the first artifact created since the mending that can be used to travel between the planes. It also can transport much more than even the fantastic devices before the mending. Put simply, it can create a massive portal to another plane that could let through four giants at once and columns of men for as long as it is open. However, there is a catch, this wondrous gateway can only transfer nonliving, inorganic matter which is a true shame. If one could figure out a way to bring an army through this gate then they would have an enormous beachhead on another plane from which to resupply and reinforce. This artifact is limited to the local multiverse until you ignite your Jumper Spark. It retains all modifications.

Skyship Jumperlight - 600
But perhaps instead of new methods to travel between the planes, you may wish instead to go old school. The Jumperlight is your own personal version of the Skyship Weatherlight! It is basically a magical skyship 300 feet in length with a crew of forty men, though it could easily fit one hundred people. It has three decks, plenty of cargo room. It can fly at 110 mph when moving forward, 40 mph in reverse and has a forcefield and an engine powered by mana. It has a skeleton of Thran Metal and a Powerstone for a core. The best part of all if it wasn't obvious, is that unlike the Planar Bridge this can carry living beings. Or rather it could before the Mending ruined its capability to Planar Travel, but this version doesn't have that problem. This artifact is limited to the local multiverse until you ignite your Jumper Spark. It retains all modifications.

Spark of Power (Jumper Only) - 600
A post-Mending Planeswalker Spark? Don't you already have one of these? It seems you have some spares. This is a Powerstone in a talisman that contains a Planeswalker Spark. When used it releases the Planeswalker Spark and the Spark enters the person who used the Powerstone. The person who receives the Spark gains all the benefits from the Planeswalker Spark perk, a Color origin alignment appropriate to them, discounts based on that origin and 500 CP to spend on perks. This can't be used to give someone a second Planeswalker Spark as Planeswalkers are unable to use this Powerstone. This Powerstone will generate a new Planeswalker Spark after every jump or every ten years whichever is sooner.

Lands

You get 300 CP stipend for all land purchases. Post-Jump all land purchases become properties you can place in the world or keep in your warehouse. All lands fully regenerate their mana an hour after use. Changes to the Lands carry over between Jumps.

Basic Land - 50

The bare essentials for a Planeswalker, a basic land. The basic lands are the Plains, Mountains, Islands, Forests and Swamps. These generate one mote of White Mana, Red Mana, Blue Mana, Green Mana, and Black Mana respectively. If you desire you can instead have a Wasteland which generates Colorless Mana.

Temple - 100

Your own personal temple dedicated to a concept, the concept will depend on what Color's it can generate. You choose two colors which the temple will be aligned with permanently. When generating a mote of Mana it can be one of the two chosen Colors. In addition to being a place of worship from which you can gather clerics, or scientists depending on the kind of temple. It is also a place of foresight, providing some method of minor divination, whether that be from divine inspiration, scientific prediction, or raw instincts.

Fortress - 100

A fortress from which you can stage a defense in a fairly remote and out of the way location. You choose two colors which the fortress will be aligned with permanently. When generating a mote of Mana it can be one of the two chosen Colors. This place makes for an excellent staging ground for military maneuvers, is extremely hard to breach by an army of similar size even accounting for mages and is a fine place to make a last stand. The fortress also comes with a water supply and a place to grow food.

Town - 100

A town which you have attuned to, perhaps even your home town. You choose two colors which the town will be aligned with permanently. When generating a mote of Mana it can be one of the two chosen Colors. While you can gather Mana here that is not the only benefit this town makes an excellent place to recruit people to your cause and as a source of revenue.

Guildhall - 200

With this land you will be an important member of a Ravnican guild. You would be attuned with the Gate and Guildhall of your guild. From these you can generate one colorless mote, and a mote of one of the two colors representing that guild. Each guild is unique and each Guildhall has their own unique facilities which you can use along with scrolls containing all the spells they developed. Post-Jump, instead of the real Guildhall and Gate, you instead take with you a copy. Each Guildhall has all you need to preserve the culture of the Guild and recreate it in future worlds.

Legendary Land - 200

Certain places in the multiverse contain far more power than others, more significance, more history. Each of these lands generate two motes of mana of their color individually, but not only that they have their own unique features and assets. You may choose one such land for each time you purchase this option. Unlike other lands, more than one person can bond to these lands.

The first of these places is the land with the highest concentration of White Mana, the city of Karakas. The city of Karkas is a famous city on Dominaria. It is a place of great treasure, adventure but most of all peace. Karakas is not only an architectural and artistic marvel, but fighting serves no purpose within the city. This is a good place to recruit heroes and generate income as wealth and legends flock to this grand city.

The second of these lands, Tolaria, is an island on Dominaria home to the Tolarian Academy, founded by Urza; it is primarily aligned with Blue Mana. It draws in many wizards and scholars serving as a place of great learning. In future jumps while you are in charge of the academy it is not just going to be you teaching, as those who come here share their discoveries freely

The third and most infamous of these lands is Urborg. It is a land of Black Mana, if there was ever a place that was to be described and felt as evil it is here. Villains, witches, cultists, and liches constantly come to this land, fighting for power. Owning this land would be an excellent opportunity to either find minions, test subjects or acceptable targets. Though do bear in mind that it is possible that those who come here may be hard to control.

The fourth is the fortress Hammerheim. Primarily contributing Red Mana, it serves as a valuable strategic chokepoint. While fierce warriors freely come to Hammerheim to test their mettle, the thing that most crosses these lands include art, vast material wealth, songs and all the vast benefits of trade all of which you can benefit from.

The last land is the giant tree of Pendelhaven. A wellspring of Green Mana, Pendelhaven serves as a gathering point for many varied and unique creatures. The creatures and plants can be utilized for a vast supply of unique magical reagents and medicinal materials thanks to the magical imbuement the tree grants.

City of Brass - 300
A beautiful city made of brass located in a massive desert. Not only is the city in a desert but due to the construction of the city reflecting and catching sunlight, and its magical properties, it will always feel unbearably hot and painful to be in. This heat will not cause injury, only pain. Why would you ever want to enter into a city that causes you pain? Because it is a place of potent magic and knowledge. Not only can this land generate a mote of any color. But the knowledge and magical energies found within its walls can vastly accelerate your progress with whatever magic you wish to learn. May I also add that its architecture provides ripe opportunity to study and learn from in order to make artifacts.

Companions

Sparky - Free
As a first time Planeswalker everybody can use some companionship now and again. This here is Sparky, a cat sprite that looks like that of the Planeswalker Spark. They don't really provide much in the way of magical power or research potential. But what they can do is be a positive source of friendship on your journey. They like card games.

Planar Companion - 50/100
There are some bonds in the Blind Eternities that transcend Plane. These usually form between Planeswalkers but not always. Such powerful bonds can form even before a Spark ignites and are intrinsically tied to a Spark thereafter. You possess such a bond.

For 50 CP this is a potent familiar that can Planeswalk with you, this can be anything of generally small to large size and of decent magical properties. This can range from your own personal embercat, to a cute size-changing dog, to a moderate sized tree that can change its surroundings to a limited extent. With such a familiar it is far easier to cast spells of a specific type through them, such as the aforementioned ember cat letting you cast fire spells through them or with their support enhancing the strength of your fire spells. Likewise the size-changing dog could become even bigger and stronger than normal when you cast a spell on them enhancing their size and it would cost five times less.

For 100 CP this would be a familiar with extraordinary research potential in a narrow field on top of the previous benefits. Such as a Kami of the Spark Himoto enabling one to get a better grasp on both Sparks in general and the Blind Eternities. Or something absurd like a familiar that is the biological progenitor to and missing link of the Slivers and their queen. Such familiars are no more powerful than their 50 CP version but with time and effort can yield far more benefit.

Legendary Allies - 50/100
You may encounter individuals in this world who you wish to take with you other than Planeswalkers. For 50 CP you may take with you three canon legendary creatures that you can convince to come along with you. However, certain creatures like God's or other very potent individuals like Niv Mizzet will cost 100 CP all on their own. You may not take along any Eldrazi with this option.

Planeswalker Companion - 100/500
The worlds are many, however, as a Planeswalker it is difficult to find peers throughout the multiverse. With this you may create new companions, or import existing ones from outside the jump; they get 800 CP, an origin, 200 CP stipend for Land and may take 400 CP of drawbacks. Do note that lands bought by companions will be attuned to them and cannot be utilized by you for Mana, or activated by you. Alternatively, you may buy this in order to take along a canon Planeswalker should you be able to convince them, if the Planeswalker is an Elder Dragon you must purchase them for 500 CP. Lastly, you can choose to share a spark with a single other Planeswalker, this may not be a canon Planeswalker but this will allow you to have a partner for whom you have an instinctive knack for working with. The downside is that whenever one party travels between planes the other goes with them.

Full Wheel - 300
Perhaps you want a representative of each Color on the wheel, or you assume the trials ahead are too much for just two. With this you may create up to four new companions, or import existing ones from outside the jump; they get 800 CP, an origin, 200 CP stipend for Land and may take 200 CP of drawbacks. Do note that lands bought by companions will be attuned to them and cannot be utilized by you for Mana, or activated by you.

Pact Makers - 400
To defend the multiverse, or to perhaps achieve some grand ambition, you have come upon a great collection of allies. With this you may create up to eight new companions, or import existing ones from outside the jump; they get 600 CP, an origin, 100 CP stipend for Land. Do note that lands bought by companions will be attuned to them and cannot be utilized by you for mana, or activated by you.

Drawbacks

You may take up to 1000 CP from the following list. These drawbacks go away after the jump.

The Adventure Continues - 0
It is possible that you have been to this multiverse before. Maybe you made some important changes that swept across individual planes? With this you can be assured that the changes you made will not be forgotten and you shall find your legacy remain in the planes of this multiverse that you have touched before this jump.

An Early Start - 0
Perhaps you don't want to start in the year 4552? Perhaps you wish to make changes to some events earlier than that. You can choose to start at any time after the mending which is in the year 4500. This includes being able to start at the same time as Venser.

Next Rotation - 0
Alternatively, you can choose to stay for longer than the original ten years. Instead you may choose to stay up to the current expansion of the Magic the Gathering card game.

Planeswalking Problems - 100
Have you ever heard of the Wanderer? She is a mysterious Planeswalker, one of the best swordsman in the multiverse. She has a bit of a problem though, she is a bit too good at planeswalking. Everytime she loses concentration she ends up planeswalking somewhere completely random. This even happens should she fall asleep or unconscious. Such an issue would be quite maddening to deal with, it is quite unfortunate that you now also are cursed to possess this condition. On a side note, this won't save you from combat as having someone close to killing you will cause this condition to free up, though this won't be the case when you have your enemy defeated and you go in for the kill. You can still choose where to Planeswalk through normal methods but through this drawback, completely random.

Ignored - 100
Planeswalkers are pretty independent, they have ties to places and people but for the most part they just do what they want. Unfortunately, they seem pretty inclined to ignore good advice as they tend to think they know best. Your advice especially for some strange reason, no matter how logical your argument that they shouldn't do something they probably will assuming they were planning on doing that thing anyways. This applies to more than just Planeswalkers, as local royalty, guild leaders, and other figures of importance seem intent on just ignoring your advice unless it is what they were planning on doing anyways. You can still be friends of course and ask for favors but only so long as it doesn't mess with what they were currently doing.

Nemesis - 200
It seems like you have pissed someone off Planeswalker. Specifically, you appear to have angered another of your kind, though I'm not sure what you did to them. Regardless they will be roughly as strong a Planeswalker as you are, having capabilities similar to the ones you gained in this jump, but perhaps allocated in different areas. Not only that but you just can't seem to permanently deal with them. They shall always avoid just as you are about to strike the finishing blow, escape captivity through outside help or recover from mind wipes and regain their memories remarkably fast. Thankfully, they aren't keen on fighting you directly except on certain rare occasions, instead they will dedicate their efforts to being as disruptive to your operations as possible.

Archetypal - 200
Colors possess many qualities, they define who we are as people and such mana is within our bodies. However, one must be careful when they take such values of Color to their excess, unless they were to become like you are now. You shall become the most extreme expression of your representative color of origin. White shall be knight templars of exceeding strictness, willing to punish even the most minor offense of the law and slay all those outside their society. Red shall see you become hot-headed and emotional in the extreme, not at all willing to listen to reason especially if it is coming from someone even slightly above you in rank. Blue will become cold and logical, pursuing knowledge at the expense of all else and enforcing your own vision upon the natural world at all cost. Green shall become disdainful of civilization and wish to cleanse the world of all laws but the law of the wild, and destroy all creations that would be artificial. Black would be cruel and evil to an absurd extent, backstabbing, manipulative and traitorous even when such acts would not benefit you; even serial killers would be disgusted by you.

Walking Alone - 300
Planeswalking can be lonely for those without fellow Planeswalkers. It is easy to get seperated, easy to be without someone to help or be helped by. You know this all too well. Throughout your travels you shall be truly alone, you can make friends in the places that you visit but they will only be that, friends. You shall find no allies in your time here, any who would come to your aid will fail too, either due to the fact that they are busy or maybe being delayed by some twist of fate. Even the companions you bring into this world are not immune as you will likely not find them. Always arriving at their prior location just as they left, only hearing about their exploits. Even during big events that draw as many Planeswalkers to a plane as possible like the War of the Spark will see you fighting alone, perhaps your allies think you can handle yourself alone and go to other parts of Ravnica to fight, or maybe they would resist the call of the interplanar beacon. Worry not though, for while you might have no allies in all the multiverse, your enemies will always make time for you.

The Unluckiest - 300
The multiverse is filled with major dangers, Planeswalkers have to be clever, powerful and talented to survive them on a regular basis. However, despite that statement your situation is quite absurd. Everything you do leads to personal danger, and of all the dangers of the multiverse you are nearly to encounter every single one you could possibly come across on the planes you visit. Something as simple as starting to eat lunch could lead to ravenous predators deciding you are their next snack. Trying to get access to a city will have the guards misinterpret your greeting as a death threat. And merely enjoying yourself at idle festivities will lead to many spies overhearing sensitive information. This is never completely out of your ability to handle and won't be omnipresent, but you can be assured your time here will be a lot more interesting and dangerous than most Planeswalkers will encounter in a century

Bad Deals - 400

It appears that you didn't read the fine print Planeswalker. You appear to be under contract of a series of five demons, should you disobey their orders they would happily kill you and claim your soul. They have the means to do so as well, since they have placed markings on your body that will burn your body to ash should you ignore them or disobey. Even should you revive, these markings will still remain on your skin and continue to burn you to ash. The only way to remove these markings is to see that all the demons involved are defeated and killed. Don't think you could get out of this easily by just planeswalking away as they can communicate with you across planes. Perks you have that let you get out of contracts won't work on this one. Hopefully you can get some friends to help since it would be difficult to even attempt to fight against the demons with their magical kill switch on you, not to mention that while you know the Planes they are on, you don't know where they are hiding on that Plane.

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Planar Guardian - 400

Your home plane is of great importance to you, and no matter how cruel or ugly it is, it is your plane to protect. You are now intrinsically bound to your home plane on a level beyond most. Like Sorin and Nahiri, you should protect your home plane at all costs, as should you fail you shall find your chain coming to an end. To clarify, to protect your home plane means to protect the current nature of its existence, so having the plane converted into another like Bant recombining into Alara or Mirroden being corrupted into New Phyrexia would be unacceptable. Unfortunately, it is a tumultuous time and you can be sure that your home plane shall encounter more than a couple threats to its existence over the next ten years. Whether it be Bolas wishing to use it as a training ground for his army, the Eldrazi, or time rifts, you must defend your home.

Ire of a Dragon - 600

Nicol Bolas has long dreamed of ultimate power. His original plan was to use the Elderspell to harvest the sparks of every Planeswalker in order to ascend to omnipotence. The Elderspell is slightly different now and Bolas has changed his plans. Instead of hundreds or thousands of Sparks he just needs one spark, yours. Nicol Bolas will now focus all his efforts on harvesting your spark, he has many assets available to him and he has had decades to plan for your arrival. The scroll containing the Elderspell also confided in him knowledge of your companions, abilities and items as well. With just you as the target it will be harder to gather allies to fight Nicol Bolas. What say you Planeswalker? Do you have the power, skill, and cunning to defeat the strongest Planeswalker and greatest schemer of the multiverse? Oh and just so you know. Should you have the Nemesis drawback and this one then your nemesis will work with Nicol Bolas and Nicol Bolas shall become equally unkillable and uncontainable.

Beyond Death - 600
It seems you are in quite the troublesome spot Planeswalker. It seems as though you are dead. But worry not, your travels are not over, assuming that you can suffer through an odyssey of trials that will push you to the brink. To be clear you are in the underworld, the nature of which shall weaken you. You are cut off from your warehouse and companions, you can not planewalk, any additional lives you may have aren't working, and your power shall be greatly reduced in potency such that at most you have as much power as the gods from the plane in which you are trapped.

In order to regain your power, you will first need to escape the underworld, overcoming or tricking the God of Death. After you escape the underworld, the God of Fate will send their finest agents after you, you will need to defeat them time and time again, however each time you defeat them they shall learn and grow more powerful over time. Worst of all, you shall suffer nightmares both while asleep and awake. These nightmares will be visions of your most triumphant moments turned to misery and your worst fears realized.

While you will need to endure these trials, more importantly you will need to defeat the entity who killed you, the strongest god of this plane, he will be at least twice as strong as you if not vastly more so but there is a way to prevail. You must discredit this tyrant god, strip them of their followers and have them believe in you instead, this will weaken them just enough for you to strike them down. Then and only then after you have gathered allies, power and come back from the lowest point. The hunters and nightmares will stop and you shall regain all that you have lost having come out the other side stronger. Assuming of course that you shall not die again before you achieve this task.

Ending

Ten years are up and the choice must be made once again.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* and enjoy your victory?
Do you want to *Continue On* to a new adventure?

Notes

-On Mana Costs: It is safe to assume that the cost of spells and creature summoning are not always accurate to the amount of mana they actually take. This is largely due to balancing reasons in the game. For example a Fireball costs 1 Red Mana and X Mana whereas the Elder Spell costs 2 Black Mana. This can safely be assumed to be inaccurate. Use common sense when creating spells and determining how much a spell should cost Mana-wise. Obviously the larger the scale of a spell the more that it will cost. A good rule of thumb is to assume that the Mana from one Plains can probably summon a group of twenty basic soldiers, and the Mana from one Mountain can pretty safely be assumed to create an inferno to kill those twenty basic soldiers. Assuming only the skill level that one can possess from having only Affinity in that color. Training, practice and perks can greatly increase the efficiency of Mana use.

-On Creature Stats: Likewise as mentioned above, some creatures just don't have stats that make sense or rather they only make sense at the scale the conflict is in. As such, don't assume a creature's stats are what it is normally capable of, likewise some cards involving legendary creatures like Avacyn have a wide array of stats in various cards. It is wise to assume that the cards are not representative of what they can do. Use common sense

-On Summoning, you can summon creatures and have them stick around as long as you want. However, they do go away when finished with their assigned task. So for example it wouldn't be too difficult to summon loyal soldiers who have sworn allegiance to you and they can even stick around. Keep in mind most summoned beings aren't the original, usually being copies of an individual who follow your will. To summon an original copy the individual must be geassed to serve you or be willing to be summoned by you and in the same jump.

-Oath of the Watchkeeper can't be stacked if multiple people have and perk. However, you may all choose different ideals, in that case only the strongest ideal with the most support is used to provide a boost to magical skill.

-If Jumper or any of their companions use the Elder Spell and succeed in obtaining unlimited power. You can end the jump early since you effectively won. How you choose to handle that power from there is up to you. Fanwank. If you can't decide on a fanwank, just assume you have unlocked an Oldwalker spark, it's supposed to give you far more than that but that is a good default.

-The Jumper can harvest or remove a spark from a person. However, this is obviously difficult to learn how to do and likely requires a restrained target or heavily injured target. The Elder Spell simplified this for Nicol Bolas and his minions allowing them to remove Sparks by only grabbing a person's body, this is an extreme circumstance and should not be taken as the norm. Harvesting a spark grants a moderate power boost to yourself or another Planeswalker by storing it within a vessel on your person, however it can't be used to give someone else a spark due to being incompatible with their soul.

-The Spark of Power is based on Teferi's Spark which was lost and then contained in a Powerstone, it will not give you radiation poisoning like other Powerstones.

-It should be noted that it is possible to take the Spark of the Jumper or their companions, however like stated above you would need to be restrained or heavily injured and the number of people who can do this is small, barring the War of the Spark. Additionally, since the Spark is attached to the Soul, any perks that protect the soul should prevent it from being taken, not to mention it should be possible to counterspell any attempts assuming you have the mana and skill to counterspell the effect.

-The terms of any contracts you make using the Magic the Gathering magic system are binding by default. Meaning that if you violate the terms for any reason, including the jump ending, the contract is broken and you lose the benefits of it. Obviously if you have perks that circumvent this, they still work. And you're free to sign any sort of contracts you like, sensible or otherwise.

-Before someone asks, you can use Mystic Armaments to make defensive artifacts as well. I just don't give any examples since there aren't a lot of shield artifacts.

-You can imbue or teach angels you create using Walking with Angels with other colors. While they will still be primarily made of White Mana they will be similar to fallen angels in that while they outwardly express a different color of mana. You must have a good understanding of the color you wish to teach or imbue into the angel to have a drastic effect.

-On Races and Magical Abilities, they stack with magical talent perks if it wasn't obvious. So if you are a 300 CP race like a living nightmare that specializes in Nightmare Magic you will be able to easily master it at a rate that would leave other specialist Planeswalkers in disbelief. This is even canon since beings like Calix or Ashiok are already masters of their craft despite existing for less than a year while being equal to other Planeswalkers who have years of experience in their preferred forms of magic.

Alternatively, as a 100CP Race you could for example be a Gorgon and take Taskmage to vastly accelerate the development of your eyes which turn things to stone making them much more effective against creatures even with strong magical resistances. Though keep in mind while that ability is an innate one it isn't intrinsic to your nature and thus it isn't as powerful.

-Magical Talent perks like Taskmage, Cleric Schooling, Wizardly Studies, Warlock Rituals, Shamanistic Practices, and Druidic Tradition. The schools you choose to specialize in will give you a level of talent equivalent to a Planeswalker who specializes in that for example those who specialize in Illusions or Mind Magic will see themselves being comparable to Jace Beleren in the sense that they will learn that type of magic at comparable speed assuming of course they also have matching alignment. The same applies to Hieromancy with Gideon Jura or Pyromancy with Chandra or Jaya.

Lastly, picking a magic school in certain colors makes you better at certain aspects of that magic. For example someone with Druidic Tradition specializing in Biomancy would be better at making creatures that fit into an ecosystem better. In contrast, someone with Wizardly Studies specializing in Biomancy would be better at making creatures outside the normal state of things. Both would be equally potent in ability

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