Urza's Block

The Brothers' War has ended in a great cataclysm which shook the whole world. Urza, now a planeswalker, blames the Phyrexians for corrupting his brother Mishra. Half-mad with grief, he will soon begin a millennia long journey across the planes in a quest for revenge against the artificial plane of cybernetic monstrosities and the dark god who leads it. Eventually, he will return to his home plan of Dominaria and there found the Tolarian Academy to research ways to fend off the coming invasion by Phyrexia. He and allies he gathers from across the plane and beyond will pursue strategies from time travel to armies of genetically engineered warriors to vast collections of powerful artifacts to the breeding of special human bloodlines. Phyrexian sleepers and negators will hound him every step of the way, and you will be given the opportunity to influence some small part of this long and complicated conflict.

Take 1000 CP. You can change your sex for 50CP. You may freely choose whether to get background memories or to be a drop-in.

Starting Location

Spend 50CP to choose from any location or roll 1d8 for one of the locations below.

1) **Sleeper Training Camp, First Sphere of Phyrexia, circa 80 AR-** The demon Gix has planned to infiltrate Dominaria using un-compleated newts, and this camp on the barren artificial plane of Phyrexia is designed to teach the newts to farm so that they can survive on a real world. This particular camp has recently received the newt Xantcha, who will one day turn on Phyrexia and become Urza's companion.

2) **Serra's Sanctum, Serra's Realm, circa 880 AR-** This massive floating cathedral is the home of the planeswalker Serra, the living goddess who created and rules the plane. It is filled with angelic and human worshipers of Serra who live in perfect peace and contentment. The injured Urza and Xantcha have recently arrived here, having fled an attack by Phyrexian negators.

3) **The Tolarian Academy, Dominaria, 3307 AR-** This academy of sorcery and artifice was founded by Urza as a place to build up his forces and research methods to fight Phyrexia. Children with the right genius or magical talent are taken in from across the world to learn here, which also helps keep out Phyrexian infiltrators who never appear as children. Today, Malzra (the pseudonym Urza leads the academy under) and Barrin are scheduled to create a truly sentient golem of silver, secretly intending to use it as a probe for their time travel experiments.

4) **The Shivan Mana Rig, Dominaria, 3347 AR-** This ancient Thran facility was designed to produce both extraordinary metal and powerstones. Currently a tribe of Viashino squat here, constantly fending off raids from the goblin tribes whose distant ancestors worked the Rig. Today Urza will arrive, hoping to obtain the use of the Rig for the creation of his Legacy.

5) **Yavimaya, Dominaria, 3357 AR-** An island in the Terisian Isles completely overgrown with a single sentient forest. Yavimaya exists in a symbiotic relationship with the elves and other living beings who make their homes within it. Today, Urza will arrive to try to explain the threat of Phyrexia and request Yavimaya's assistance, but the forest knows of his destruction of the forest of Argoth during the Brothers' War and hates him for it.

6) **The Necropolis of Keld, Dominaria, circa 3650 AR-** Keld is a barbaric land of huge gray-skinned humans, who act as raiders and mercenaries to kingdoms across the plane. This necropolis holds the body's of all former doyens and witch kings, awaiting the time they will awaken for a final battle at the end of the world. It serves a more temporal purpose as the home for the council that governs the

Keldons, before which the rogue Tolarian scholar Gatha today plans to offer his services in eugenic magic to make future generations stronger.
7) **Clan Capashen Estate, Dominaria, circa 3750 AR-** Benalia is a strict caste-based society in the plains of Aerona. Clan Capashen is one of the seven ruling clans that trade responsibilities with each other according to the nation's lunar calendar. Today Urza (in his guise as Malzra) will attend a party at the estate to arrange a match between a Capashen youth and a girl from another clan, secretly part of his Bloodlines project to breed an heir to wield his Legacy.
8) **Free Choice-** You can choose any location on any plane Urza will ever visit. Your jump will begin at any time of your choice, between the day that Urza returns to the caves of Kolios for the first time after becoming a planeswalker (70 AR) to 10 years before the day that Karn will flee Benalia with the infant Gerrard Capashen (4169 AR), though you can only choose times for which your chosen location actually exists.

Race

Elf (Free)- Pointy eared humans with an affinity for nature, elves are one of the most common civilized species throughout the planes.

Goblin (Free)- Tiny humanoids with big noses who come in a variety of colors, from green to red to gray to silver. Another common species across many planes.

Human (Free)- Perhaps the most common race in the multiverse. They come in all the varieties you're familiar with plus a few like the gray skinned Keldons that you might not be, though you aren't a member of any special bloodline like the hulking seven foot tall Keldons with just this option.

Viashino (Free)- Descendants of Dragons, these bipedal lizards have lost their ancestors' great power until they are barely different from humans.

Angel (100 CP)- Whether naturally forming or artificially created by wizards like Serra, angels are in effect a kind of white mana elemental (though scholars would point out they are not technically elementals) formed directly by congealed white mana. They appear as winged humans and possess wings that allow them to fly.

Phyrexian (100-400 CP)- Long ago, the Thran doctor Yawgmoth studied methods of combining artifacts and the human body. Cast out of Dominaria after losing the Thran civil war, Yawgmoth and his followers transformed an artificial plane created by a dead planeswalker into their new bio-mechanical home. Current Phyrexians are born as "newts" from recycled biomass, grown in vats and decanted when they reach maturity, indoctrinated by tender- priests before being taken for compleation and enhanced with metal and artifacts to serve their assigned purpose. For **100 CP,** you are a sleeper, a newt intended to infiltrate societies on other planes. Though you look human, you are far stronger than an adult man twice your size. Those with supernatural senses of smell may be able to detect the glistening oil inside your body which enhances you, though. For **200 CP**, you are a priest or negator. Negators are dedicated trackers and killers, while priests serve more social functions. In either case, you have been compleated with a variety of custom artifacts of your choice, from claws to multiple legs to magical laser cannons. The precise nature of the higher ranks of Phyrexia aren't clear, whether "Phyrexian demons" are real demons or how they relate to the Inner Circle, but regardless for **400 CP** you are the equal of Gix, created to be a member of Phyrexia's highest ranking leadership. You are fully compleated like in the last tier, but much stronger. You could even stand up to a planeswalker in one-on-one combat, even win if they had some sort of weak point like Thran artifact eyes that you could control.

Golem (200 CP)- You are a true wonder, an intelligent and self-willed artifact. Though you are roughly as strong as Karn, you may decide the details of your design. Silver is ideally suited to surviving temporal energies, for example.

Maro-Sorcerer (300 CP)- Each forest has the potential to birth a Maro-Sorcerer, a spirit that embodies and protects those woods. Though you may clothe yourself in a body of wood or flesh, such things can be discarded and regrown near instantly. Your true form is an intangible spirit which only magic can truly destroy. You also have natural control over plants.

Shivan Dragon (300 CP)- A large reptilian creature with red or brown scales, Shivan Dragons are as intelligent as humans but far stronger and larger. They are also capable of flight and unleashing deadly flaming breath.

Sentient Forrest (600 CP)- Beyond a singular being, you are all the plants within a single forest the size of a small island. You may control them all, even kill them and make a new generation spring up in their place fast enough that the grass in a clearing might look like it is merely swaying in the wind. You may direct their evolution in this manner, producing fruits that explode into a rain of deadly spikes or trees that change color to warn others of invaders. Your consciousness can even connect to living beings, controlling animals or allowing willing intelligent beings to share senses with yourself and each other to fight as one. There is one particular tree in the forest that serves as your heart, whose destruction will be your end.

Perks

You may discount one Perk of your choice of each price tier. Discounted 100 CP Perks are free.

Administrator (100CP)- Just as Barrin manages the details that allow Tolaria to function as an academy or Davvol keeps the production of flowstone for expanding Rath by keeping the Stronghold operating smoothly, you are an able administrator for large organizations. Sound lame in comparison to all the wizards and monsters in this world? Yeah, we'll see what happens when you aren't around any more and those big geniuses and tyrants have to try to do it themselves.

Charismatic (100CP)- One area where Urza always lagged behind his brother was in working with people instead of machines. You do not suffer this same deficiency, being personable and easy to like, as well as a great liar. You'd have no trouble talking a deluded madman into believing you were his dead brother and keeping him focused on practical concerns instead of dwelling on the past.

Seductive (100CP)- All it took to destroy the first Tolarian Academy was for Phyrexian sleeper K'rrck to prey on the dreams of one lonely young woman's fantasies of romance. You are fairly attractive and skilled at working your way into others' hearts. The same skillset can be turned to matchmaking instead if you want to help a friend or run a multi-generation eugenics project.

Warrior (100CP)- You're no mere scholar, tinkering in labs and obsessing over moldy tomes. You actually know how to fight at least as well as an average professional soldier and are fit enough for the job as well.

Bloodline Heir (200CP)- Urza's Bloodlines project is intended to breed the perfect warrior to counter Phyrexia. Cut with Phyrexian genetic material, they will be not only brave in the face of the enemy, but have an empathy for the Phyrexians that will allow them to counter and outsmart their tactics. Member

of the enhanced bloodlines or not, you have also inherited this affinity for Phyrexia. At the start of each jump, choose a culture to gain a similar connection with, allowing you to instinctively understand and outmaneuver their way of thinking.

Eugenics (200CP)- Urza is certain that only a specially bred heir could wield his Legacy, and so founded the Bloodlines project to produce one. Whether a researcher in that program or not, you understand the art of magically guiding bloodlines and even enhancing living beings. You are the equal of Gatha, able to produce a nation of genetically enhanced super soldiers given a generation or two.

Infiltrator (200CP)- Phyrexian sleepers infiltrate societies and organizations all across the multiverse. Like them, you know how to ingratiate yourself to groups from militaries to religions and climb the ranks until you are in position to corrupt them from within. Given enough time, you could even become the advisor to an angel and trick her into massacring her own people.

Peace Broker (200CP)- The Shivan goblins have made war on viashino who occupy their ancestral home in the Thran Mana Rig for time out of mind. Recently, even the dragons have been taking sides. But Urza, quite uncharacteristicly, managed to peacefully deescalate the situation until the goblins and viashino shared the mana rig in peace, the dragons reunited, and humans for Tolaria were allowed to control the rig for producing weapons. You are a skilled enough diplomat to accomplish the same, able to talk feuding groups into co-existance.

Artificer (400CP)- The science of creating artifacts requires far more time and resources than mana sorcery, but the results are longer lasting in turn. From the humble ornithopter to golem warriors or enchanted armors to true wonders like time machines, you are an artificer every bit the equal of Urza himself, having the combination of both knowledge of existing artifice and a genius for design that would allow you to invent amazing devices like the Skyship Weatherlight.

Compleation (400CP)- Phyrexia is founded on the merger of flesh and machine, of custom grown organisms designed for their place in the great hierarchy. You understand the entire process, from growing newts with the right mutations to designing and installing the artifact augmentations that will give them grasping claws, inner tanks of burning acid, limbs that shoot deadly beams of mana, and other grotesque weapons, armor, and movement options. Given the time and enough prototype lifeforms thrown into the meat grinder for research, you could even develop Phyrexians who could survive running through a temporal boundary between fast and slow time zones or had specialized anti-planeswalker sonic weapons. You could also set this whole process up with minimal tools along at the bottom of a gorge, somehow.

Photographic Memory (400CP)- Davvol, first evincer of Rath, had a mind so great that he could perfectly remember a report that crossed his desk years before. Your memory is at least the equal to his. Perhaps you are even superior, for your memory is both flawless and without limit, able to recall everything you have ever learned or experienced.

Witch King (400CP)- The greatest among the Keldon warlords are the witch kings, who combine great strength, martial prowess, and magic. And among the witch kings, you would stand greatest, a legendary figure matched able to ascend over all your peers to become leader of the entire country and matched only by Gatha's genetically engineered masterpiece Krieg. As a human, you would be eight feet tall, a tower of muscle, with fighting skill great enough to be a whirlwind of death against a Phyrexian army. You have also learned red magic. Though by no means a wizard, you know how to defend against their spells and to whip up the fighting frenzy of your army, as well as draw their own

strength into you to make yourself an even more unstoppable warrior.

Diplomat to Yavimaya (600CP)- Rofellos was sent to the sentient forest Yavimaya as a diplomat, with the hope that his Llanowar warrior traditions would help guide the forest and its native elves in preparing for the Phyrexian invasion. Yavimaya was eager to pull him into its shared consciousness, and you will find other vast and alien beings will be similarly well disposed to you so long as you come to them in friendship. They will happily make you into their heralds or even begin to merge with you if possible. And unlike Rofellos, you need never worry about losing control of yourself or forgetting your identity from connecting your mind with other beings, always able to stay yourself and even break the connection at will.

Jumper's Legacy (600CP)- Urza's Legacy will be more than a collection of artifacts designed as a weapon. Like the weatherseed the Weatherlight was grown from, the Legacy itself grow and change as it absorbs not only Urza's pre-existing work but even unrelated artifacts. The Legacy is perhaps more a hanging fate over Urza's work than it is any particular magic item. You may create a similar Legacy of your own when you craft items for accomplishing a particular goal. The more time and effort you put into a project, the greater the effect. A quick and easy creation may have only a mild aura of luck guiding it towards your desired end, but a major project like the Weatherlight could see it resonating with your previous work to great effect, much like how Karn, designed centuries ago for an unrelated time travel project, came to have a connection with the Weatherlight's engines. A project as grand and long as Urza's own Legacy could see fate orchestrating the birth of the perfect hero to wield it and falling into his hands at just the right time to destroy Yawgmoth.

Mage Master(600 CP)- Magic is a powerful and multi-faceted force, manifesting in a variety of styles from the studious arcane research of the wizard to the faith-based prayers of the cleric to the emotional and instinctual powers of the shaman. Magic draws mana from the land, the color of which determines what can be accomplished with it. The five colors and their specialties are white (healing, protection, law), blue (air, water, divination, technology, illusion, time), black (deception, necromancy, disease, sacrifice), red (fire, earth, lightning, passion), and green (plants, animals, growth). You have become a supreme expert at magic, easily the equal of Mage Master Barrin whose skill was sufficient to see him through multiple battles surrounded by dozens of Phyrexians at a time. You may choose the particulars of how your style works and which color(s) you specialize in.

If taken alongside Planeswalker, your specialty is pushed to make you the equal of Serra's own skill with white mana, allowing you to perform such world shaking spells that you would even be able to forge your own plane as a paradise created to your exact specifications.

Planeswalker (600CP)- A small number of people are born with a spark, an aetheric imprint on their souls. Some among these manage to ignite the spark, becoming creatures of pure mana. Though you must maintain a form to house your consciousness you may freely shape it. Urza was noteworthy for pulling apart his physical form and recreating it facing the other way rather than wasting time turning around. Creating new functional forms must be an intensive process however, as none of them ever did more than change to another generic member of their own races or into younger versions of themselves. Since your form is born from your mind, you can infinitely regenerate by mentally reforming your body back into the pattern of a healthy one, though too much pain can potentially disrupt your concentration and end you. For the same reason, you need no food, drink, or sleep.

Made of mana yourself, you are a powerful instinctive mage of all five colors. You can also read minds for both memories and to instantly learn languages. And the ability that gives you your name, you can

walk between planes. Planeswalking blindly can send you to another plane, often landing near a road to an inhabited community. You can also ‘walk to a specific spot if you know where to target, including inside someone’s body to tear them apart with your reappearance. However you cannot ‘walk across time differentials, so if you are stuck in a zone of fast or slow time you would only be able to planeswalk to other areas within the same area of distorted time instead of escaping to another plane.

After this jump, you can toggle your body from normal to a planeswalker’s field of materialized mana, allowing you to avoid the dangers of anti-planeswalker weapons.

Items

You may discount one Item of your choice of each price tier. Discounted 100 CP Item are free.

Cyst Armor (100CP)- A copy of the artifact Urza will make to allow his companion Xantcha survive the rigors of the Blind Eternities when he brings her planeswalking, this small stone can be swallowed at which point it will bind itself to the stomach. It can be called upon to spew a film of black mana oil from the mouth in one of two forms: an armor that surrounds your body and protects you from harm or a bubble that will surround your body and allow quick flight for yourself and whoever or whatever else you carry along inside.

Land (100CP)- Afraid of winding up in a jump where no landscape provides your preferred color of mana? Mana is drawn from an appropriate type of land, and this wilderness of your choice will be sufficient to provide you with power: plains (which provide white mana), an island (blue), a swamp (black), a mountain (red), or a forest (green). It will become a warehouse attachment after this jump.

Or for an extra +100 CP undiscounted, take one of each.

Warning Beacon (100CP)- This is a small object of your design, a dagger or crystal ball perhaps. Anyone can squeeze it and concentrate in order to send out a message to you no matter what plane you’re on, alerting you to the fact that the bearer is in danger and communicating their location to you in enough detail that a Planeswalker could ‘walk straight there.

Yavimaya Weapon (100CP)- A magical wooden staff grown by Yavimaya, identical to the one it will eventually grow for its Maro-sorcerer Multani. It can shift its shape into whatever weapon you desire, from a bow to a pair of wooden blades, all of which are harder and sharper than steel.

Construct Army (200CP)- The Brothers’ War showed Dominaria the deadly potential of artifact fighting machines. The force designed to protect Tolaria from the Phyrexian invaders was more modest, but it still consisted of hundreds of robotic killing machines from humanoid warriors to puma-like quadrupeds that could hide in trees and wait to pounce to flying raptors that could dive at the speed of sound. You have your own equivalent collection of loyal artifact warriors.

Flowstone Shipment (200CP)- The artificial plane of Rath will be formed from the plain tan rock named flowstone. It can be shaped into any form or material with a mere thought, a fist-sized rock turning into a knife of steel with a leather grip until commanded to revert. Normally it would respond only to the evincer’s commands, but this crate full of flowstone obeys you instead. You’ll get another crate every month delivered to your warehouse.

School (200CP)- An institute of learning to rival Tolaria, this school has extensive facilities for the creation of artifacts and the practice of magic. You can choose the precise field it was set up to study,

much as the second Tolarian academy will specialize in the Bloodlines project.

Screamers (200CP)- These small artifact spiders emit a special frequency of sound on a certain trigger. Urza created them to destroy Phyrexian sleepers, but Ratepe modified some to destroy stone instead. You receive a bag full which replenish a year after being used, alongside instruction manuals describing how to recalibrate them.

Dragon Engine (400CP)- Far beyond the wild dragon engines that inhabit Phyrexia's first sphere or the weapons made during the Brothers' War, this Dragon Engine is the sort of weapon a planeswalker might ride to war. A copy of the one Urza will use for his mad one-man assault on Phyrexia, this giant robot has a torso like a humanoid dragon's mounted on eight spider-like legs, with the ability to pivot to face in any direction. It features wings to fly with and a variety of deadly weapons, of which its artificial flaming breath is only the start. It is capable of burning holes straight through the metal shells that constitute Phyrexia's ground and taking on (but ultimately losing to) entire armies of Phyrexians.

Eugenics Matrix (400CP)- An ancient Thran device for modifying genetics, the Eugenics matrix allows modifications of entire bloodlines. It can also splice in foreign genetic material you provide samples of, produce strange and probably unstable mutant hybrids.

Time Machine (400CP)- A platform surrounded by a room full of consoles that allow two operators to control the machine's operation. The person or object to be transferred stands on the platform and views time flowing backwards to the endpoint of the temporal journey. They arrive in a state phased-out from reality but will gradually become material. Heat will build up throughout the entire process to levels that might require a dip in the ocean to cool down lest you melt into slag. The operators back in the "present" will be able to monitor the trip and pull you back. Making any significant changes to the past, even as recently as a day ago, will cause the machine to explode in a deadly explosion capable of leveling a school campus, as well as permanently disrupting the flow of time in a random pattern all around it. Maybe you can study the machine and improve it. Or use it as a very expensive and deadly bomb.

Time-Scarred Island (400CP)- This island is full of varying temporal zones. There are fast time zones that have blossomed into jungles and slow time deserts where everything died from lack of rain water for decades from the perspective of the plants inside. Moving through the boundary between extremely different rates of time is deadly, but luckily this island is fully mapped and all zones are clearly marked. Water tends to keep time changes more easily than other materials, and special chambers have been set up which are pumped full of steadily increasing/decreasing speed mist in order to allow the body to adjust to the new time zone slowly. This allows you to set up slow time laboratories that can perform research and construction tens of times faster than normal reality. Slow time water has another use, as anyone who regularly drinks it will have their aging halt, and the streams and lakes of the island posses slow time water in vast quantities.

Artificial Plane (600CP)- A few planeswalkers have created planes of their own. Phyrexia is a biomechanical nightmare of nine nested spheres, each one designed for a particular purpose in fueling the construction of an army of loyal servants. Serra's Realm is caught in endless dawn, full of floating islands that are perfectly safe because space will twist to keep people from walking off the edges. The air itself sustains life, so that there is no need to grow food or hunt, and angels form naturally in large numbers from the pure white mana the plane is constructed from. You have come into control of a similar plane designed according to your will, full of the facilities or laws of reality like the above to produce a paradise where your ideal society can be born.

Mana Rig (600CP)- This ancient Thran facility has been restored to working order. It is a kind of factory, producing two wondrous materials. The first and more mundane is Thran metal, an extremely durable and sharp metal that even Urza, after thousands of years walking the planes, has seen no equal to. The second is powerstones. By permanently draining all the mana from a patch of land, a crystal can be grown and charged to become an endless battery of magical energy. Such powerstones have lasted 9000 years and are still sought after today on Dominaria as the best way to power artifacts.

Planar Palace (600CP)- Most makers of artificial planes also produce a seat of power from which their new domain can be managed. Serra's Realm has a giant floating cathedral-palace, as large as a city and filled with with all the amenities thereof. The throne room features stained glass windows that would allow a planeswalker to have a view of the entire plane projected into their mind to watch over the entire realm. Rath contains the Stronghold, a six kilometer tall, three kilometer wide volcano with many levels of workshops and living quarters. It is able to produce flowstone in massive quantities and pump it out onto the rest of the plane where it pushes back the boundaries of the Blind Eternities to increase the plane's size. You possess your own custom base of a similar grand scale, along with a unique custom power like those above that truly sets it apart as a wonder of the multiverse.

The Weatherlight (600CP)- The cornerstone of Urza's Legacy, this skyship has a frame of Thran metal into which a weatherseed from Yavimaya has grown the hull. Its engine features an enormous powerstone filled with an entire plane's worth of condensed mana. The suite of artifact weapons pales before its ability to break the sound barrier and safely carry its crew between planes. If the rest of the Legacy were gathered, it is even capable of a single, self destructive burst of white mana on a scale that could destroy even Yawgmoth himself.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Canon Companion (100CP)- You can choose anyone native to Dominaria, Phyrexia, Serra's Realm, or Rath or to the less important planes Urza visited like Moag or Equilor as a companion per purchase. Alternatively, you may gain an invitation to companionhood for any one person in the multiverse who accepts.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Return Jumper to the Battlefield (0CP)- If you've been to Domina before, you can return, keeping all the changes you have made to this multiverse.

Jumper's Saga (0CP)- Urza's block's story covers over 4000 years of adventures, and that's before accounting for the time travel. A mere decade will barely be enough to wrap up even a single sub-plot. You may choose to extend your stay as long as you want, up to at most the day when Karn would have left Benalia with the infant Gerrard Capashen.

Immature (+100CP)- You have the personality of an annoying, bratty kid. You're always playing dumb pranks, annoying people, taking advantage of the naive to make them into laughing stocks, and generally acting like a nuisance. At least you'll fit right in with Teferi during his days as a student.

Uncompleat (+100CP)- Where you perhaps part of Gix's first wave of sleeper newts? A condition in your body makes you both sexless and far too young looking, seeming to be an early adolescent. This makes you physically weaker as well, though only relative to your species. By way of comparison, Xantcha as a small newt was still stronger than an adult human even though she was weaker than adult-sized sleepers.

Hunted By Phyrexia (+200CP)- You have somehow offended The Ineffable, and he has ordered your death. You will be hounded by small teams of negators, who will frequently be dumped onto whatever plane you're currently staying on to hunt you down and kill you. Rarely are two waves the same, each one sporting new kinds of monsters and weapons. Worse, it seems whoever is in charge of the project is creative enough to learn from their mistakes with each iteration just like how Davvol was in his custom negator designs. By the final year, expect custom negators of the same quality as Davvol's final efforts to kill Urza, which included special anti-planeswalker sonic weapons that disrupted Urza's mind.

Adrift in Time (+200CP)- Whaaaaat iiiissss haaaaappppening it's liketimeisgoingcrazy. Some sort of effect like the fast and slow time zones of Tolaria is localized to your body. Mostly you will be in sync with normal time, but at any point you might randomly speed up or slow down, occasionally to extreme degrees. Despite the kinds of advantages you might dream up for doing work while slowed down or fighting while sped up, these disorienting shifts will rarely be to your benefit with the seemingly malicious way they are timed.

Mad (+300CP)- Much like Urza himself at his lowest point, you are insane. You are obsessed with the past and haughty enough to believe everything revolves around you and your personal tragedies. You might waste your time creating an elaborate miniature scale artifact recreation of the day your brother seduced your wife, for example, believing you can "study" the made up diorama to learn how your enemies were plotting against you even that far back. Yet you are also paradoxically given to flights of whimsy, deciding to abandon your epic quest of revenge for a few months with grand plans of developing a technologically advanced society on a new plane only to abandon them all and go right back to the revenge. Hopefully you have a friend who can manipulate your delusions to make you do useful work.

Urza's Grudge (+300CP)- Urza will spend most of the 4000-something years of his life plotting revenge against Phyrexia for corrupting his brother, unwilling to accept his own part in Mishra's fate. Now he has decided that there is someone else (other than him) who is equally responsible for his brother's death: you. He desires your death as much as the destruction of Phyrexia, and in his madness he has decided (correctly, as it turns out) that it must occur by no later than the jump's end date. And if the raw force of an angry planeswalker isn't enough to end you, he has the full clarity of sanity whenever plotting against you, whether he decides to design some kind of doomsday weapon or gather (or make) allies for a combined assault.

End Choice
Go Home
Stay
Continue Jumping

Notes
A Generic Jump by Generic Anon.

The Planeswalker Perk does not grant you an end jump style spark and cannot be used to travel between settings.

Cover’s the Urza’s Block (Urza’s Saga, Urza’s Legacy, and Urza’s Destiny).