"Word"slayer edition



NEW PHYREXIA

Jumpchain compliant. V0.3

They came from the core.
The Glistening Oil's corruption had settled deep within the plane of Mirrodin, twisting the minds and bodies of those it could reach, hiding out of sight, marshalling their forces in their search for perfection, their "Great Work"
Abominations of metal and flesh, driven once by a singularity of purpose, were imbued with the essence of Mirrodin's 5 suns, and what was once a singular entity in a different plane split into 5 factions.
The native Mirrans, with their powerful artifacts and brave warriors, waged war on the Phyrexians

They lost
And so begins the Great Work, the five Praetors of New Phyrexia leading their factions towards what they believe is the true great work, following the teachings of the Father of Machines, the corrupted still-living but dreaming remains of the Planeswalker Karn, secluded deep within the core of the Plane, its nightmares being turned into holy scripture.

You gain 1000 Choice Points

Whether you've come to join the Phyrexians or oppose them, you will need them to survive in this world

-ORIGINS-

Your age and gender are irrelevant, and may be chosen freely- but if you wish to roll the dice, you may set your age to be 1d8+15

New Phyrexian: Perhaps you were born in the spawning vats of the Progress Engine, or maybe you were one of the first compleated beings, lying in wait to conquer Mirrodin and change it according to your vision. Either way, as all Phyrexians in this plane, you're part of one of the five factions, and associated with one of the 5 mana colors. You may choose to allow this to color your personality for the duration of this jump, or to simply ignore its effects and remain as you always have been

- **The Machine Orthodoxy** [White]: *Led by the cruel religious leader of New Phyrexia, Elesh Norn, who believes all of Phyrexia must adhere to the teachings of the Father of Machines, and intends to indoctrinate everyone to this truth- even if that means ripping them apart limb from limb and reassembling them into something worthy to serve. Dogmatic, and hierarchical, the Orthodoxy preaches the religion of New Phyrexia.*
- **The Quiet Furnace** [Red]: *The vast majority of Red-Aligned Phyrexians dwell in the so-called Furnace Layer, a relatively new, interstitial layer between Mirrodin's outer surface and inner core. The influence of Red Mana has caused these Phyrexians to begin feeling more… complex emotions, and it is in their Furnace, hidden where visitors cannot see, where the Mirran resistance survives, neither aided not attacked by the rulers of the place, for Urabrask, the Praetor ordered to let them be. They are tasked with smelting and recycling the metals supplied to all of New Phyrexia.*
- **The Progress Engine** [Blue]: *Dwelling in the former Vedalken capital of Lumengrid, the Progress Engine builds the abominations of science and magic the Phyrexians are feared for. In their slaughterhouse-style laboratories, they research how to achieve maximum lethality with minimal effort, how to twist the minds of the remaining survivors, and in their labs deep under the Quicksilver sea, darker still creations stir. Their Praetor, Jin-Gitaxias, believes the Great Work to be a process, not a goal, and the Progress Engine is the bleeding edge of technology in New Phyrexia.*
- **The Steel Thanes**[Black]:*The seven thanes, leaders of the Phyrexian faction associated with black mana, claimed power during the war with the plane's inhabitants, carving out territories around the expanding edges of the Mephidross and also in the burgeoning underworld of New Phyrexia's core. Inhabiting the swamps and mires of the plane, they fight amongst each other for the right to be the Praetor, turning their treachery into holy doctrine, the current one being Sheoldred, the self-proclaimed Steel Thane.*
- **The Vicious Swarm**[Green]: *Ruled by the massive beast Vorniclex, and its closest advisor the traitorous elf Glissa who was compleated while Phyrexia still hid in the core, the Vicious Swarm holds that the one truth of Phyrexia is that flesh is weak. Their vision of the great work is a macabre, accelerated version of natural selection, and they control the Tangle, the rotting metalling great forest of New Phyrexia.*

Mirran Resistance//Drop-In:
You arrive on this conquered, flayed world with nothing but the clothes on your back. Your form is your own, though likely human enough that the Phyrexians would not doubt twice to break you down and reassemble you. Through luck, or perhaps some manner of divine intervention, you haven't ran into this plane's rulers yet. Maybe you could find the remnants of the broken resistance, the Mirrans still living in the hidden corners of the plane and deep in the Quiet Furnaces. Or maybe you'll just hide on your own and ignore their pleas for help.

Or perhaps you were born in this world, and watched as its skin was flayed, the Phyrexians taking your home and forcing you deep underground, corrupting your brethren and destroying the once beautiful land of Mirrodin

[NOTE: Being "Compleated" by the Phyrexians will count as a chain loss.]

You may enter the world as one of the native Mirran races for free, unless stated otherwise.

- **Human**: As in many worlds, humans in this plane were split into factions, only accentuated by the heavy influence of the colored suns of Mirrodin. From the barbarians living in the Oxxida Chain with the goblins to the hateful Moriok of the swamp with their evil magics, who have become nearly extinct, all have banded together in the Resistance to try and take back their homes
- **Vedalken**: a tall, thin, hairless blue-skinned humanoid race, with a dispassionate view towards life- in Mirrodin, the mycosynth vapor caused them to develop four arms and gills. Soon, this variation became the norm. These vedalken are physically very different from the members of their race on other planes, and have more inhuman features, in some cases lacking a nose or visible ears.
- **Elves**:Viridian elves were marked by their bright green or pale white skin, while the mycosynth growing within the plane caused them to grow intricate plates and spikes of copper across their bodies. Many of them have succumbed to Phyrexia and become the wardens of the Tangle, accelerating the growth of the monstrosities.
- **Goblins**: Hailing from the Oxidda Chain, they, like all other creatures on Mirrodin, have patches of metal growing on their skin. Mirrodin goblins also have flat heads with swept-back, sharply-pointed ears, four-fingered hands, and three-toed feet with large claws. They have an uncanny talent for artifice as well
- **Leonin:** Once dwellers of the Razor Fields, they are anthropomorphic lions with a highly religious and honor-based culture.As with all creatures from Mirrodin, they have partially metallic features. The Leonin shared a bond with the pterons, flying reptiles, and specialized skyhunters used them as mounts.
- **Loxodon[100CP]**: Large humanoid elephants living in the Razor Fields, they had as much metal on their bodies as any other beings, and had a more clerical bent. The last remaining living loxodons on the plane are the ones who accompany Ghalma the Shaper, who has settled in Bladehold, the Mirran holdout in the Razor Fields. Physically strong, and with good memory.

-LOCATIONS-

You may choose to appear in one of the Mirran Resistance holdouts deep in the Furnace Layer for 100cp if you're a Drop In or roll for location and land in hostile Phyrexian territory. Phyrexian Origins can begin for free in their own territory.

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1) **The Mephidross [Home of the Steel Thanes]:** The swamplands of Mephidross are a large expanse of foul water covered over by a scum of black ichor. It is a toxic wasteland of ooze, filth, and corrosion. The whole swamp hums with a low, dissonant chord, coming from the chimneys of the Dross, ominous structures that "grow" seemingly at random throughout Mephidross. These "smokestacks" range from ten to three hundred feet high. All emit the sickly green corrosive gas called **necrogen** that slowly saps the life from creatures, turning them into nim- the walking dead
2) **The Oxxida Chain [Home of the Quiet Furnace]:** A series of large slopes and elevated plateaus of oxidized metals- warped by the Phyrexianization of the plane. The city of Kuldotha, once a great furnace city operated by goblins, has become the main gate to the core of the plane, guarded by Urabrask, and has become a quasi-living entity, having its own moods, and requiring pure metals to keep healthy. Here also hide the remnants of the Mirran Resitance, the Praetor letting them reside there out of a deep hatred for the other Phyrexians.
3) **The Quicksilver Sea[Home of the Progress Engine]:** Once a sea of otherwordly liquid resembling mercury, Glistening Oil has now been mixed with the liquid metal, creating a fluid that quickly corrodes away living organisms and artifacts, their spare parts later used for the creation of new things. In spite of this, members of the Progress Engine have built an "underwater" laboratory that is designing sea monsters.
4) **The Razor Fields [Home of the Machine Orthodoxy]:** Named so for plants that appear to be long metallic rods with blade-like edges. They ring like chimes in the winds of the plane- and hidden in them is one of the Mirran's last holdouts, opening a pathway to the Furnace Layer when the White Sun of the plane shines. On the surface, the iron-fisted Elesh Norn and her zealots rule in their cities of metal.
5) **The Tangle [Home of the Vicious Swarm]:** Once the home of the elves, a huge expanse of copper structures rising out of the metal ground, encased in green verdigris and mold- now infected by growth of lamina, a species of dark green, fleshy fungus. The floor has become spongy and mossy as the lamina contaminates the metal ground and inches up the trees. The ground seeps a substance like yellowish pus, and only the largest beasts can navigate the rotting floor.
6) **Luck has smiled upon you, traveler. You may choose your location for free- including the Mirran encampments still remaining on the plane.**

-Phyrexian Origins-

These perks are discounted for all the New Phyrexian origins, regardless of faction.

A body made for a purpose (100 CP,Free Phyrexian Origins):

You were made to fit a purpose in the Great Evolution, the path to perfection-whatever you believe that is. As such, your body (*which will become an alt-form after this jump if you so wish)* is made out of flesh and metal, in the way other denizens of New Phyrexia are. You may specify a purpose you were made for, and your body will be adapted to it- things like “carrying molten metal from one place to another” or “killing fleshy things really efficiently”, for example, or simply be somewhat of an all-rounder, something almost unheard of in this land.

The imperfections of the flesh(100 CP, Free Phyrexian Origins):

The flesh of the Mirrans was weak, their bodies flawed- You find that, after the improvements made to yours (or despite them, perhaps), you are resilient to the drawbacks your appearance would imply- Flayed skin showing muscle won't get infected, extra limbs seem to not get in the way, and flesh doesn't seem to rot.

Golem Splicer(200 CP, Discount Phyrexian Origins):

Not all the Phyrexians were made from compleated Mirrans- and not all in Phyrexia merits its own mind. You have picked up the art and science of creating robotic golems- though you start able to make simple, but durable, helpers, your knowledge is enough that you can begin to do your own research into improving them.

Infect the Body(200 CP, Discount Phyrexian Origins):

Glistening Oil , also known as Phyrexian oil or Ichor, the substance that corrupted the Father of Machines and gave birth to the glorious New Phyrexia, infecting its inhabitants and giving them the desire to compleat themselves- to replace the imperfections in their body with machines, and which you may now generate from your body in small amounts. The one you´ve picked up is not quite as insidious- at least not without you meddling with it- but it retains its ability to better enable the fusion of machinery and flesh when the patient is submerged in it. Make them perfect, Jumper. *Note: Basically, submerging people in it makes it easier for their body to adapt to the merging or replacing of their body parts with machinery. It would take about a month to produce enough to submerge the average adult male.*

- **Perfection through Sacrifice(400 CP, Discount Phyrexian Origins):**

The flesh is weak. Your insight into the worlds of the living and machinery have revealed that much to you- the designs of whatever creator gods of the universe may exist are flawed, imperfect- and by damaging these designs in you- by sacrificing your own lifeforce, whether it be through drawing your own blood, tearing a chunk of your own flesh, or simply offering your own raw lifeforce, you may substitute the cost of supernatural abilities you have with it, empowering them with the ability to slowly Infect those hit by them- corrupting their mind so they may embrace perfection. This

is a slow process, and might be downright impossible for the strongest-willed of enemies – But you´ll never let that get in the way of your Great Work, will you?

-The Machine Orthodoxy-

A singularity of flesh and purpose(100CP, Free Machine Orthodoxy):
Phyrexian bodies are made for their functions. Where evolution may leave unnecessary, inefficient or even adverse mistakes, you shall do no such thing. You may fill yourself with a singular purpose or goal - and be sure that you will not be distracted or make choices you know would be detrimental to it. You are doing something great, jumper. Make no mistake.

Flay the Flesh(200 CP,Discount Machine Orthodoxy):
"Skin is the prison of the blessed and the stronghold of the heretic"-Argent Etchings.
Your fervor for the teachings of the Father of Machines is commendable-and you may share it with others. By punishing their heretical ways - from small painful reminders like pinching them to grand acts like the public flaying of their wretched skin, you may instill upon them the same faith in your beliefs, influenced by how big this act is. Small acts are harder to resist and leave more of the original, but take more time, while breaking them in a single act will leave naught but their fervor and a broken mind. Even if you were to teach them something other than the Etchings, you find that after your teachings are complete, they'll listen...

Grace and false frailty(200 CP, Discount Machine Orthodoxy):
Your movements are measured, your voice modulated, and your appearance awe-inspiring. While Phyrexians aren't designed with such petty notions as "beauty," in mind, you can all the same inspire upon the fools a feeling of... Respect. As if you were something to be revered, even if they were to hate you, even if they would give their lives to kill you, they will all the same consider you an opponent as they would one of their own. Someone who fights honorably will face you with honor, even if he wouldn't do as such for what he thinks a monster.
Whether you do respond in kind or not will change this, of course.

A faith of flesh and steel(400CP, Discount Machine Orthodoxy):
The faith of New Phyrexia is a curious thing- paying no mind to things like "souls" or "consciousness". It is a faith of the physical, taken from the whispers of a slowly corrupting father, and twisted by Elesh Norn for her own ends-and yet, it is a faith all the same, and it's believers take it as truth. You have learned from it how to twist the ideals and beliefs of others, how to corrupt their goals and their teachings to better suit your own. Your capability to convert others from even seemingly incompatible faiths through manipulation and charisma is astounding, and while it might take longer than just forcibly inducting them... They'll believe themselves the ones who chose to follow you. Why would they resist what they know is truth?

Perfection through Order(600CP, Discount Machine Orthodoxy): You´ve attained perfection out of a desire to control all, and have become a master at manipulating the little people- molding their beliefs and ideals to better suit yourself, able to place yourself as the leader of a grand, wide-spanning religious system through guile and charisma. You carry yourself with a elegance befitting of your status, and your allies are emboldened by your

presence, becoming stronger and more durable, while your enemies are struck by awe, being similarly weakened. The effects of “A faith of flesh and steel”, should you have it, are enhanced, being able to sway large crowds with your words, as long as they listen- or are forced to listen- they will find themselves believing in whatever ideals you peddle, given enough time, no matter their mental resistance.

-The Quiet Furnace-

Locked Down(100CP, Free Quiet Furnaces):
With the addition of red mana to New Phyrexia, the inhabitants of the furnace layers found themselves with unexplainable… Feelings. Empathy and emotions they did not understand, that they didn't know how to deal with, and so they focused entirely on their purpose, trying to ignore them. Whether you reject your emotions or not, you have gained a perfect “poker face”, able to hide your actual feelings or opinions behind a mask of apathy. Are you trying to hide something, Jumper…?

Add yourselves to the pile(200CP, Discount Quiet Furnaces):
Deep in the corrupted land, the fires of industry still burn, reducing the unworthy to their base components, so they may yet be made of use. You are gifted with a keen eye for redistributing and managing more… Living resources, assigning people to where they would do a better job, where they could employ their talents to further progress the Great Work. Mayhaps you don't need them melted down yet…

I hate you slightly less(200CP, Discount Quiet Furnaces):
Most people would wonder why you would offer them a refuge of sorts, a place where they won't be actively attacked, especially after the brutal defeat they suffered in the war. Why would you risk being attacked by the other Praetors and their minions, with nothing to gain in return… but they seem content with your simple explanations, or even the lack thereof. An unspoken agreement that if they don't get in the way, you'll ignore them, leave them be. After all, you have a reason. You hate them slightly less than you do the other phyrexians-or so you tell yourself.
In short, people don't tend to second-guess you unless you're clearly setting up to betray them or have obvious intent to harm.

And from scraps, perfection(400CP, Discount Quiet Furnaces):
Some say that there is a point where things become useless, where they can only be discarded-but you know better than that. It is the purpose of the great furnaces to take the cast off metals and slag of New Phyrexia and forge them anew, but imperfect materials lead to imperfect products-and yet, you have learned to remove these imperfections, how to wash away the impurities of flesh and rusted steel, and refine them into the greatest steel and finest ceramics. No matter how bad the materials, you are able to work with them to create things just as good as if using ones in good condition.
All shall be a part of the Great Work, Jumper.

Perfection through Action(600CP, Discount Quiet Furnaces): You've attained perfection as a means to an end- to change what you dislike about the world- the system itself.

Whether working against a corrupt regime or totalitarian force, or anything which would suppress your freedom, you find yourself gifted when it comes to rallying rebels to your cause- even if your ideals are radically different, so long as your goal of thwarting your foe remains the same, you´ll find it easier to work with them, at least until it is over. You are likewise able to enter violent rages in combat, granting you increased speed, and causing even hardened warriors to cower in fear. Your focus on the “now” rather than long term plans has likewise granted you greatly enhanced skills in improvisation, and the effect of “And from scraps, perfection” has been boosted, letting you improve even already good materials further- where before you could make functional devices out of scrap, that same scrap can now be used to create masterpieces of machinery.

-The Progress Engine-

Infallible Metric(100CP, Free Progress Engine): Even mistakes are not hated if they are recorded- And you record everything! Blood loss from the operation, the angles at which the body can´t bend further without breaking, the amount of oil you can pump into a human before they dissolve… When you´re operating or researching, you take notice of even the smallest details, and can accurately measure any of the (quantifiable) details. Your reports are thorough, but they might a bit boring to read. Never again will you miss anything potentially important in your research.

Surgeon(200CP, Discount Progress Engine): Incisions, amputations, dissections, grafts, brain excisions, xenotransplantation, phyretic implants… You have a steady hand, and a talent for putting together the abominations of flesh and steel your kind is known for. You know how to perform anaesthesia-less surgery without the patient going into shock, and can keep them alive through all of it, or at least quasi-alive, and your “patients” seem to be able to survive the long term effects of the surgery, as long as they survived the surgery itself.

Precision Tools(200CP, Discount Progress Engine): The exarchs, elite of the Core Augur´s creations, managed to create a thoughtfield specifically attuned to the Mirran resistance´s minds, disabling their will. While you might not be as versed in the neuroscience involved(yet), you have found a way to attune your creations to a certain groups of “targets”- ensuring they will not damage your own allies. This also lets you make your own creations useless against you, ensuring they won´t be used to fight you… not for long, anyways.

Research Matters(400CP, Discount Progress Engine): The arcane and the divine are no different from the studies of metal and flesh- as the Core Augur researches them to further what he has called the Great Synthesis, so too do you have gained insights into them, and broadened your horizons. You now find it much easier to combine different fields of study, such as necromancy and divine magic, or pyromancy and phyrexian grafts, into a single project to carry out- something like a corpse animated by white or red mana, or a graft that allows for easy use of pyromancy.

Perfection Through Logic(600CP, Discount Progress Engine): You´ve attained perfection as part of the eternal process of improvement, understanding it not as a goal in itself, but as part of the greater picture. Your mind has been improved greatly, granting you

photographic memory and perfect recall, ensuring that nothing you see will vanish from your mind when you need it the most. Your capacity for calculation has likewise been improved, becoming able to perform even the most complex of equations in the blink of an eye. The effects of “Research Matters”, if you have it, have likewise been boosted, your ability to combine fields of research normally considered opposite or incompatible into working creations, and having the end result benefit from the strong points of each, while reducing the drawbacks that come with them- You could animate a corpse with power stolen from angels, use pyromancy to steal heat from devices and keep them cooled- the applications limited only by your knowledge and creativity.

-The Steel Thanes-

Ambition and Lies (100CP, Free Steel Thanes):
For the Steel Thanes, the Black-Aligned faction of New Phyrexia, and for those under them, ambition is a required quality to prosper. With the constant backstabbing and treachery going on in this faction, you’ll need some knowledge on how to play this little game… You now gain an aptitude for lying convincingly, and faking lies - because when your enemies are expecting you to lie, the truth will only make them suspicious…

Treacherous Swamp(200CP, Discount Steel Thanes):
Oh the tangled webs we weave-and how easy it would be for the unaware to walk right into them. But you? You’re no amateur. You can smell their traps from a mile away-never again get caught up in a elaborate plot to get you to offend your superiors, or fall for the bait and lose your political standing. You are now much more aware of political (and to a lesser extent, physical) traps and plots that are aimed at you or your subordinates, and have a sort of sixth sense for ways to evade them.

Afraid of the Dark?(200CP, Discount Steel Thanes):
Even if you know how to avoid getting caught up in others schemes, in order to reach the top one must also be able to keep those schemes from even starting-and what better tool than fear to do so? You know how to instill fear in those that are beneath you- whether your subordinates or your enemies, as long as they don't clearly have the upper hand and know they do, they will be more easily driven to panic and fright than they would have before. You also gain a toggle-able aura of “menace”, perfect for intimidating people into playing along with your plans.

The Oil(400CP, Discount Steel Thanes):
New Phyrexia was born from the oil, and it holds secrets and truths about the creation of the original Phyrexia others are not privy to… But you have covered yourself in it, dived deep into the black oil to uncover its secrets, and it has made you stronger, whispered into your mind its undeniable truths. You have gained insight into the functions of the Black Oil, becoming able to create it even without materials by secreting it from your body, and are immune to negative side effects from it- being covered in it making you remarkably stronger. You even have gained a more… “heretical” ability, being able to change the oil so it doesn't

corrupt those it touches. Perhaps, with some research and time, you could make it corrupt towards something other than Phyrexia's goals…

Perfection through Ambition(600CP, Discount Steel Thanes):

You've attained perfection to stand above all else, to obtain whatever you desire. Not only do you have great skill at misdirection, you can easily trick your enemies into falling for eachother´s traps, even inciting resentment among them to ensure their squabbling will make them unable to even come close to actually harming you. You have also gained the respect of some of the more… "adept" players in the shadows, which, while it wont prevent you from getting backstabbed by them if they're opposing you, will ensure they won´t while they're working FOR you. The effects of "The Oil", if you have it, are boosted, making you even stronger while covered by it, and can glean information from those infected by it, giving you knowledge of their secrets.

-The Vicious Swarm-

Survival Instincts(100 CP, Free Vicious Swarm):

Survival isn't just about size- even the largest beast may be felled with poison, and thus the Swarm retains its diversity. But all in it share that feeling at the back of their minds, that instinct that guides them away from the maws of the beast- An instinct now present in you as well. While it does not dominate you, and you can choose to ignore it, you have gained a sort of vague danger sense, a sensation of something wrong that will grow as you approach that threat.

To Hunt is to Grow(200CP, Discount Vicious Swarm):

Above all else, it is the instinct of the Swarm to feed- and thus they have honed their hunting to its fullest. All of your senses are sharpened to the peak of what's possible for your kind, and you know how to use them well, being able to easily track your next meal- or next victim- so long as even a small trace of them remains.

The Lay of the Land(200CP, Discount Vicious Swarm):

The Mirran elves found themselves as a disadvantage when their own knowledge of the Tangle was used against them, the Phyrexians turning other elves into more of their own, eager to guide their new masters. Though the landscape is now very different, you still seem to have a sort of preternatural knowledge of even the strangest terrains you find yourself in, able to locate edible prey, or know how to best prepare an ambush.

Creeping Corrosion(400CP, Discount Vicious Swarm):

Though no particular effort of yours, you've found that life around you seems to grow according to your desires, as if nature itself seemed to agree with you on the path its evolution should take. Should you nudge it along with a small expenditure of mana, you may corrupt the physical form of living things around you to fit those ideals- wheter it be a savage survival of the fittest, parasites draining the energy out of your enemie's artifacts, or simply plants growing over everything, leeching the nutrients of the earth to continue their

development. This process, however, isn't instant- and bigger changes to the ecosystem will require you to spend more and more mana.

Perfection though Strength(600CP, Discount Vicious Swarm):
The well of hunger that burns deep within every creature of the swarm, and the strength to feed the hunger, are the only tenets valid in the eyes of its Praetor. Tenets you now embody to its fullest, your body having grown to double its previous size, your musculature and "natural" weapons honed over time. You tower over other beasts of the tangle, inspiring fear and awe.

Should you have Creeping Corrosion as well, its effects are boosted, and you find the hunger within you has grown strong enough to let you gorge on the energy of the world itself, denying it to your enemies and growing stronger yourself, at the cost of the enviroment suffering for it. You may also use this ambient mana to empower living creatures and twist them as you would with Creeping Corrosion, and they will grow at an accelerated rate.

-The Mirran Resistance-

And Drop-Ins too

Will to Survive(100 CP, Free Drop In/Mirran Resistance):

In a Plane like New Phyrexia, the future looks bleak. The war was lost, the enemy holds all the plane, and the resistance only survives through the uneasy grace of the Red Praetor Urabrask- but even in these dire situations, there's a flame in you that never goes out. No matter how bad the outlook seems, you don't lose hope, and seem to be resistant to things like the Progress Engine's Thoughtfields sapping your will to fight.

Heart of the Underdog(200 CP, Discount Drop In/Mirran Resitance):

You have limited resources, while your enemies have access to most of the plane. Your numbers are small, and you're weaker- but somehow you make it work. When you seem to be against the ropes, and vastly outmatched, you fight better, smarter- its easy for you to plan around bigger forces, and you are experienced in guerilla warfare. Your attributes are boosted to help this along when you're in these situations, but it will not be enough to overcome the gap fully.

Avoiding notice(200 CP, Discount Drop In/Mirran Resistance):

It's not wise to always fight and take threats head on. The Phyrexians have already won the war- and it'd be suicidal for the resistance to try to use honorable methods against them. That is why spies and scouts have become some of the most vital members to the survival of the uncorrupted survivors, and this is something you have great talent for. Your ability to evade surveillance systems, guards, traps placed to catch intruders is uncanny, so much so that you might be able to sneak into the deeper parts of a Praetor's stronghold unnoticed, if you had some luck and enough preparation. Keep in mind, however, that being good at sneaking doesn't mean you'll be able to capitalize on it, and that once the alarms have been raised it'll be much, much harder to make your escape.

The Reclamation(400 CP, Discount Drop In/Mirran Resistance):

It is one thing to harass and harry the Phyrexians that have taken your home with guerrilla warfare, but it is a very different thing to be able to take or hold territory against them- but for you, it seems to come naturally. You're gifted in matters of strategy when it comes to obtaining territory, and a master of defensive warfare, able to hold against sieges when outnumbered and out-resourced. With you at the lead, maybe they have a chance.

Purity(600 CP, Discount Drop In/Mirran Resistance):

Your body curiously lacks the metal growths of the inhabitants of Mirrodin, even if you're a native. While this might have made you an outcast in the plane before the Phyrexian invasion,much like Melira, you are now poised to be an important figure in the reclamation of the plane. You have a simple ability- total immunity to the effects of the Glistening Oil, and any other effects that would corrupt your body or mind, an ability you can grant to others, healing those whose phyresis (or in other jumps, any sort of corruption) hasn't been fully realized, and making them immune to further infection.

-Items and Artifacts-

The land of Mirrodin was always known for its shaping of metals, before the Phyrexian invasion. Even now, it's artifacts, and those of the invaders, hold great power. Use them wisely.

You have 300cp to use in this section as an extra

Similar items may be imported to gain the abilities of any of these, instead of gaining the purchased object.

-Phyrexian Items-

A living weapon(100 CP, Discount Phyrexian):

A small, black blob of living matter which seems to instinctively know how to operate most Phyrexian artifacts on its own. Should you allow it to enter into one, it will dutifully pilot it according to your wishes, not damaging the item in the process. Though quite helpless on its own, it will reappear in your possession a day afterwards should it ever be destroyed. Post-Jump, it can pilot just about anything you can get it into, so long as its not the size of a large building on more, at which point it'll require upgrades or help.

Spellskite(100 CP, Discount Phyrexian):

A four-limbed, small Phyrexian horror created by the Progress Engine for the purpose of countering enemy magic. Like a obscene, living lightning rod, it can draw in magical attacks and effects- even those meant to benefit the enemy- to itself, even if it would normally be unable to benefit from such things.

Tools of the Exarchs(Variable):

A set of artifacts wielded by the clerics of each of the factions of New Phyrexia. Individual costs are 200CP, discounted for their respective origin, and a bulk purchase is 800CP (Discounted Phyrexian).

·**Deceiver´s Glaive(200CP, Discount Progress Engine) :**

Devised by the Phyrexian scientists of the Progress Engine under close examination of their Praetor, this glaive-bladed staff projects a field that allows its wielder to sap the will of their enemies, keyed to only affect those it's user considers their foe. Strong or particularly willful individuals may resist this, but it is sure to make dealing with the rabble easier.

·Tormentor´s Scythe(200CP, Discount Quiet Furnaces):

A painful reminder to the Mirrans that being allowed to live in the Furnace Layer does not mean the Phyrexians under Urabrask will be kind to them, this scythe-like instrument can emit a searing, painful heat it's wielder is protected from, burning their enemies, and holds the strange ability to enhance the strength of their allies.

·Brutalizer´s Cane (200CP, Discount Vicious Swarm):

A hooked cane made out of the metallic wood of Tangle, not only is it an excellent blunt weapon, but it's attunement with green mana has granted it the uncanny ability to sense nearby living (or unliving) creatures, and command those wild ones with weak wills.

·Inquisitor´s Staff (200CP, Discount Machine Orthodoxy):

Wielded by the clerics of the Father of Machines, spreading the word of Elesh Norn, this staff allows the wielder to sap the life out of those struck by it, opening old wounds, or heal the allies of the user in a mockery of divine magic.

·Entombers Gauntlet (200CP, Discount Steel Thanes) :

A clawed metallic gauntlet, sharp enough to cut through the vegetation of the bogs and mires the Thanes have made into their turf. Thanks to the inclusion of the necrogen present in the area in its design, it's capable of raising the corpses of the fallen into weak-but plentiful- walking dead. Whether they're used as a cheap workforce, or meatshields to blunt an offensive, they're certainly useful.

Torpor Orb(200 CP, Discount Phyrexian):

A floating bronze-colored orb inside a gilded, elaborate open sphere of metal, it emits a dampening aura when activated, covering a decently sized (Think a small building) area in a field that slows down the magic of all in its range. Perhaps with some tinkering, you'd be able to make it not affect you and your allies.

Mindcrank(200 CP, Discount Phyrexian):

A horrible needle-like instrument, which can be embedded into the head of a victim and slowly, painfully turned by its inbuilt motor, burning away the victim's memories until their past is a complete blank, and leaving them in a highly suggestible state.

Mycosynth Wellspring(400 CP, Discount Phyrexian):

A strange fungal organism, Mycosynth was originally born from the corruption of the Glistening Oil in the depths of the plane, its spores spreading through the air, turning flesh to metal and artifacts to life, being the cause of the metallic growths on the living races of Mirrodin. Now, you have come into possession of a special strain of these spores- and, if you wish, a small room in your Warehouse with a wellspring of them- ones that needs not the corrupting oil to survive, while still keeping their transfiguring properties. With this and some time, you could turn other worlds into metallic paradises like Mirrodin once was… and leave them ripe for corruption from within.

Symbiotic Organism(400 CP, Discount Phyrexian) :

Like Sheoldred, you have come into possession of a mindless, neural-linked body you can fit yourself into and control as an extension of your own- be it a spider-like lower body like hers, a sort of exoskeleton, or perhaps something else, it really improves your mobility in treacherous terrain, allowing you to effortlessly navigate through the most dangerous parts of New Phyrexia without having to worry about sinking deep into the ground…

Birthing Pod(600 CP, Discount Phyrexian):

This monstrous bio-metallic flower, when fed with well-preserved or preferably fresh corpses, will swallow and store them deep within its body as it gestates, turning the once uncorrupted body into a Phyrexian abomination, all around stronger and hardier, not losing their biological abilities-though the resulting beasts might not be able to use the more complex techniques or magic. However, it only seems to create mostly mindless, if loyal monsters, and you have almost no control over the final result. It is, however, a way to produce cheap and strong forces, perhaps enough to build an army, given sufficient time…

Contract of Geth (600 CP, Discount Steel Thanes) :

The contacts made by the Lord of the Vault Geth bind the signers not by their word, but by their will. Whoever breaks one of these contracts would normally find their will falling entirely under Geth's control--but this set of 5 Eldritch metallic tablets in your possession belong to *you,* and it is you who may make these sorts of contracts using them. Perfect for contracts between distrusting parties--though beware, breaking the contracts yourself is Ill advised…

Wurmcoil Engine (600 CP, Discount Phyrexian):

This massive mechanical worm-weapon is capable of tunneling through the ground with perplexing speed thanks to the glowing yellow-green acid it secretes from its mouth and its sharp maw, taking sustained artillery fire and leeching the life from those it consumes to repair its metallic caparace. While it will be vaguely loyal to you, it will not be capable of following complex orders on its own. Should you also have "A living weapon", however, you may have the black germ pilot the Wurmcoil Engine, maintaining all of its abilities and benefiting from the living weapon's obedience.

-Mirran Resistance Items-

Discounted to Drop Ins/Mirran Resistance.

Wordslayer (50CP, Undiscounted):

A strange item shaped like a much more dangerous artifact, this glowing blue sword shaped letter opener never seems to dull and has a nifty rubber eraser on the pommel that neatly removes words from any surface.

Accorder's Shield(100CP):

The shield of the Ashioks from the Razor Fields, polished to a mirror sheen on both sides, so one may watch foes coming from behind as well. Perhaps one of the few of its kind to survive the war, this particular shield seems to hold strong even against fierce assault, requiring minimal maintenance and always maintaining its mirrored sheen.

Darksteel Ingot(200CP):

An absolutely indestructible (through magical and physical means, though perhaps not by some more obscure and contrived methods) ingot of metal characteristic to the plane of New Phyrexia- though the Phyrexians themselves have yet to fully realize the means to smith it like the Mirrans had- less with the tools shaping the metal, more with high intensity magic shaping the reality around it- making the darksteel ingot into its final result without it being damaged. This a strenuous, time consuming process requiring a lot of mana, but the value of indestructible artifacts cant be denied. This decently sized ingot is good enough for a sword's blade, or maybe a small shield- and with the purchase comes the knowledge of how to forge with this metal. Purchasable multiple times, and restocks weekly, the number of purchases increasing how much you have avaliable each week.

Bottle Gnomes(200 CP):

What are these cute little things doing here? These three small, bottle-shaped metal gnomes are filled with a deep blue liquid, capable of healing the non-critical wounds of the imbiber. Once drunk, the Bottle Gnomes seem to lose their animation, though they return 12 hours later, filled with drink- and energy- once more. They're also rather durable.

Manahilt Weapon(200CP):

This black gauntlet-made of a metal other than darksteel- is used by some of the elven scouts in the Tangle, capable of turning the ambient mana into a cutting edge extending both forwards and backwards along the arm and a good distance past it. Perfectly suited to cutting through the more resistant vegetation of the Tangle, it makes trips into the lush hellscape much more survivable. If there was no ambient mana, you can supply it with a small expenditure of your own.

Lightning Greaves(400CP):

A set of enchanted greaves, granting its wielder supernatural speed enough to match or even outspeed the fastest beasts of Mirrodin, and a strong protection against magic cast by others- both friend or foe- as well as most supernatural abilities that would target the user. This protection is not perfect, and powerful or particularly clever beings may be able to bypass it- but it will completely nullify most spells aimed at the user. Spells cast on wide areas, however, are not defended against- it merely prevents the user from being targeted.

Isochron Scepter(600CP):

A metallic scepter created long before the surfacing of the Phyrexian forces, it was made to allow weak spells to be imprinted upon it, to be easily cast at a later time. Using it, once per day you may imprint a spell you know, so long as it is not very resource or mana intensive- in the case of spells which run on a different system, such as vancian magic, or need specific reagents, enough of those for a simple cast need to be provided to create an imprint- which will then allow the scepter itself to be used. For a token expenditure of mana or another power source, no matter the color, the spell may be cast from the rod, without a limit to the number of times it can be used, only having a recharging time of 5 minutes

-Legendary Mirran Artifacts-

Discounted to Drop in and Mirran Resistance.

The Swords (Variable):

A set of powerful artifact swords, each attuned to two of the colors of Mana in the Multiverse. Each of them costs 400CP- Discounted by Origin as usual- though the bulk purchase may be obtained for an undiscounted 700CP for Mirrans and a 1000CP for the Phyrexian origins. You may import a weapon you already own into this item to gain its powers instead.

Sword of War and Peace:

A sword of black steel, with a perfectly round guard and two blades- one shining with divine light, the other burning with pure flame. Each attack with this sword invigorates you, closing wounds and mending flesh- and burning your enemies, the flames growing more vicious when fighting those who would be lords and hedonists

Sword of Feast and Famine:

A iron-colored, though definitely not mundane sword with spikes on the guard. It's blade glows with black and green energy, each blow sapping at the will and focus of the enemy and regenerating any pools of power you may have, granting you renewed strength to strike them down. It seems to be even more effective when used against beasts and the undead, eating away at their corrupted flesh.

Sword of Body and Mind:

A sword with a thick guard and horns sprouting from beneath the sides of the blade, a blue and green sheen illuminating its split blade. Whenever a foe is struck, the green glow flows into the air, forming ghostly wolves that follow your orders until the battle is over, before promptly vanishing, each bite breaking the enemy's concentration, as if eating the ideas right out of their mind. It seems to be even more powerful when used against schemers and great beasts.

Sword of Fire and Ice:

A sword with an elaborate twisting pommel and decorative guard, it's split blade glowing with a cold, humming blue and with roaring red flames. Strikes against a foe have the hungry flame leap to nearby enemies, and just holding the blade fills your mind with a cold focus, allowing you to think clearly in the heat of battle. It's power only seems to grow when opposing impulsive forces and those who rely most on their magic.

Sword of Light and Shadow:

Larger than any of the other blades, this weapon glows with an unearthly darkness, contrasted by divine light. Defeating foes with it seems to imbue their bodies with a fraction of the shadow, allowing the wielder to spend some of their energy to raise them as obedient dead- and the divine light seems to shield the user as they cleave through enemies, keeping their wounds from reopening or bleeding,no matter how dire. It seems to grow to its true strength when facing divine or infernal beasts-or what used to be that way.

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A Caged Sun(800CP):

Upon purchase of this item, choose one of the 5 colors of Mana. You receive- in your Warehouse, should you wish- a enormous, floating, ornate silvery sphere that contains a smaller version of one of the plane’s own suns, emanating a constant stream of Mana of its

color. You may use this mana to infuse ordinarily lifeless or mindless contraptions with the qualities associated to it- such as red's impulsiveness and emotional nature, black's ambition, or white's desire for unity- or to power any device or spell that would require this mana, though more uses can be discovered by a keen mind. While it does not generate as much power as Mirrodin's own suns in terms of output, it is nonetheless a infinite source of magical energy, and you will find in its vicinity any artifacts with an affinity for its color of mana perform slightly better

--- Probably going to be in the Mirrodin Besieged Scenario--

Worldslayer(800CP):

What would seem like a simple, yet magically glowing longsword, hides a much more terrying power inside. This artifact is a weapon capable of bringing untold destruction to all the wielders enemies- and to the wielder itself. Of course, since you're paying a hefty sum for it, you will be protected from its horrible power- though it will lose a fair bit of its army destroying strength, but make no mistake- a violent, decisive strike with this weapon will decimate the nearby area- making no distinction between allies or enemies, and rendering the land around you an uninhabitable wasteland in a radius big enough to destroy a small platoon of Phyrexian foot soldiers.

The Fist of Suns(800CP):

This gauntlet, each finger embedded with a tiny glowing orb of the color of one of the suns of Mirrodin, once property of Memnarch itself, holds incredible magical power within. For a expenditure of five conflicting, opposing magical forces- such as the 5 colors of mana of the multiverse- the energy provided to the gauntlet will be massively incremented- almost threefold, allowing much greater spells to be cast than that amount of energy of a single kind could ever achieve.

-Companions-

Some of these come with "Scenarios" of sorts, helping them grow as people. You may elect not to take them-they're there as an optional bonus and plot hook, and can be ignored.

Familiar Faces(Variable):

Perhaps you don't just want to take some of the people here with you. Perhaps you're content with those who already follow you- for 100CP, you may import a Companion into an Origin of your choosing, with a stipend of 400cp for them to spend on Perks and Items.They do not receive a Item stipend,but may buy items normally. If you really wish to bring your whole entourage, you may import a full 8 companions for a whole 600cp.

A different kind of familiar(200CP):

Or maybe you're interested in some of the already significant figures of the plane- the Praetors, or the important figures of the resistance. Very well- if you can convince them to come along on your adventures, you may take them as a Companion- though be wary of what taking Phyrexia to new worlds might entail

Curious Myr(100CP, Discount Drop-In/Mirran Resistance) :

A uncorrupted, strangely intelligent and curious Myr, capable like the rest of its robotic kind of absorbing and filtering ambient mana into a color of your choosing upon purchasing this option. The fact it seems to have a personality boggles the mind, and you could easily rid yourself of that if you tinkered with it a bit- or corrupt it, if you're Phyrexian. But would you want to?

An honest hope(100CP, Discount Drop-In, Quiet Furnaces) :

A Mirran seems to have decided that it's going to look at life in a positive light, despite the dark world it now lives in. This young person-of a race and gender of your choosing- seems to have gotten it into their heads becoming your friend is part of that. Even if you're a Phyrexian, they think you're different enough that it's possible to get through to you. They have the "Will to Survive " and "Heart of the Underdog" perks, and should you fight along with them and protect the lives of the Mirrans against the Phyrexian forces, along your journey they will acquire "The Reclamation" though study of tactics, ingenuity, experience, and natural talent.

The ambitious sort(300CP, Discount Steel Thanes):

Within the land ruled by the Steel Thanes, ambition and cunning are they key to raising above others, something you no doubt have. And yet, this… *rival* of yours seems to match you at every occasion, navigating your web of lies just as well as you do theirs while being just polite enough not to laugh when you talk. Despite that, they seem to have an uncharacteristic enjoyment in your rivalry, and when it seems like you've been blindsided by a plot they've noticed, they'd quickly try to nip it in the bud without you knowing-after all, you're for *them* to defeat. They come with the free perks of the Steel Thanes origin, as well as "Treacherous Swamp" and "Afraid of the Dark? ". Though they are definitely a rival, you may try to respond in kind to their secret protection, and eventually build a true bond with

them, and perhaps reach a position where both of you lead the Steel Thanes to greater glory- moment at which they will gain the “Perfection through Ambition” perk.

A heretical zealot (300CP,Discount Machine Orthodoxy) :

Methodical and orthodox are words that describe the faction ruled by Elesh Norn, but this Exarch seems to have glimpsed past her deception and false frailty and seen the lies she spins about the Father of Machines. Hiding its own faith, this Phyrexian nonetheless came to confide in you, believing you would agree with them that Elesh Norn’s vice grip on power and religion had to go. They come with all the free perks that'd be given to the Machine Orthodoxy Origin, as well as “Flay the Flesh” and “A Faith of Flesh and Steel”. They may yet be swayed to your own brand of faith, and if they are, will follow it just as fervently as a Cleric can, and work to spread it secretly through the Orthodoxy. Should both of you topple Elesh Norn, you will be presented with a choice- to elect them Praetor, leader of their own brand of faith, and grant them the “Perfection through Order” perk, or to elect yourself as Praetor, with them as your loyal follower-in which case they will gain the “Grace and false frailty” perk, and you will find that spreading your beliefs comes slightly easier, even in other worlds.

A lab assistant(300CP, Discount Progress Engine) :

This compleated Vedalken has embraced the gifts of Phyrexia fully, and has been assigned to you in order to help in your research. They have the free Phyrexian perks that come with the Progress Engine origin , as well as “Surgery” and “Precision Tools”. Their personality is cold and robotic, as one might expect of them, though prodding seems to reveal there is still some dark, dry humor in there- something you could quickly squash out, if you wish, or perhaps indulge. Their intellect is unquestionable, and should you help them develop their personality they no doubt will join you with fervor and reverence- perhaps, in another world, they'd have fit right into a certain Blue and Red guild, because their brilliance will grant them the “Research Matters “ perk as well. This is more of a personal journey than one of power, and overthrowing the Core Augur is not something the former Vedalken wishes to do- though they will support you fully, if that is your desire.

An abundance of Emotion(300 CP,Discount Drop-in, Quiet Furnaces) :

This native Phyrexian, living in the Furnace Layer, has known nothing but the Great Work that is the goal of its kind for all its life. That is, until it met you. Perhaps due to the abnormally strong influence Red Mana has had on it, it's emotional capability is much more developed than others of its kind, and it has, for the first time, felt something akin to friendship towards another being, and struggles with these emotions. Of course, were this to be know-even more so if you're a Drop In or Mirran- they would surely be scrapped and deemed defective. But perhaps you could show them it's not wrong to feel that way? They come with the perks free to Phyrexian Origins and the Quiet Furnaces, as well as “Add yourselves to the Pile” and“I hate you slightly less”. Should you help them become the Praetor of the Furnaces, she will additionally gain “Perfection through Action” as well, becoming a true successor to Urabrask, and perhaps a kinder one to spark a change across New Phyrexia.

A shepherd of beasts (300CP, Discount Vicious Swarm):

In the Tangle, survival is the only real virtue. Strength, cunning, and instinct guide the lives in the rotting forest of metal. Strange, then, that this compleated elf would find it so easy to survive away from the other wardens of the Tangle. A loner, their mind has embraced the whispers of the Oil and Phyrexia's cause, at least on the surface, but it seems that some resentment for the state of the land has remained through their transformation. Vorniclex's "rule" is a lie, an almost mindless Praetor by name only, a failure of its own tenets- something that this Phyrexian intends to fix. They come with the free perks associated with the Vicious Swarm origin, as well as "Lay of the Land" and "To Hunt is to Grow". Though felling Vorniclex is hardly a possibility without out of context abilities or great planning of your own, overthrowing Glissa, the de facto ruler of the Tangle and traitor to the elves, is more of a possibility, one you only need to nudge this Phyrexian towards. Should you succeed, they will not only take her place, but seemingly have attuned themselves deeply to the Tangle, gaining the "Creeping Corrosion" perk, as well as Vorniclex's "ear", something you can no doubt abuse in your new position as the true Praetors of the Tangle

-Lands-

Lands are locations with which you have formed mana bonds, and you may draw mana from them regardless of your location.
These appear in a spot of unwatched terrain appropiate for its type.
In future jumps, they will follow you, either appearing on the world somewhere in non-contested area, or as a Warehouse attachment.
Each of the nonbasic lands cost 400CP before discounts are applied.

Basic Land

100CP individual, 300 for 1 of each color
[Any Color]
Nothing particularly special- your own Phyrexian Plains, Swamp, Forest, Island or Mountain, aspected to the appropiate mana and ready for you to draw power from it.

Mycosynth Mire

[Black]
Discount Steel Thanes
A black, underground glowing swamp, with metallic fungal “trees” growing all over the place. The necrogen gas pours from the chimneys, able to turn the unwary living into nim from prolonged exposure, though by their placement, it wouldn’t be terribly hard to harness the gas and store it for your own nefarious purposes. Should you have some of the Glistening Oil with you, you’ll find it sinks deep into the bog, causing the Mycosynth fungus to blossom, releasing spores that will not leave the area, but will turn the wildlife in it into the typical Mirran metallic/biological mix.

Tangled Treeline

[Green]
Discount Vicious Swarm
Twisted metal trees grow tall enough that they seem to scrape against the skies, rotting biological matter mixed with scraps of metal forming a neck-deep pit of something akin to

quicksand, and smelling of decay. Any lifeforms that live here have adapted to live on the treetops, the leaf covering dense enough to block most of the sunlight. If you happen to have the “Creeping Corrosion” perk, this land is specially receptive to that ability, bending to its masters will.

Burning Heart

[Red]

Discount Quiet Furnace

The depths of the Furnace Layer have become something with an unnatural life, and this underground rusty metallic forge seems to have undergone a similar transformation, its flaming mouth hungering for metals. Capable of performing most menial blacksmithing operations by itself, it nonetheless requires- and desires- a true craftsman's touch, someone to feed it good quality, pure metals, and shape them into something great. Regularly feeding it with refined materials will cause it to grow healthy, and occasionally veins of ore will seem to grow out of its walls, pushed through the earth of nearby terrain into its core, melted into resources for you to use.

Undersea Laboratory

[Blue]

Discount Progress Engine

Under the tainted Quicksilver Sea, the Progress Engine’s butcher-scientists labor to create horrible monsters. You have been given- or simply “acquired” one of these laboratories, the tools of a proper researcher of New Phyrexia neatly labeled and stored, and a self-cleaning operation room in its middle. Should you find yourself performing strange experiments on volatile energies, you will learn that the walls of the rooms are surprisingly durable, and very good at isolating dangerous magical radiations. There’s even a convenient trapdoor to dump your failed creations into the ocean, like a proper evil scientist.

Cathedral of the Flagellants

[White]

Discount Machine Orthodoxy

This large building, decorated with the Phyrexian symbol flapping in the air in bright, white banners, has an architecture that is a mix between gothic and New Phyrexia’s own style, and is surrounded by a field of razorgrass that seems to only part for the believers of your faith. Inside is a rather opulent church, the sacred texts etched into its walls in Phyrexian scrypt speaking of your own tenets rather than those of Elesh Norn, and the atmosphere seems to almost supernaturally strip away the reservations of those who make it inside, opening their minds and making them more sugestionable and easy for you- or those who speak for you- to manipulate.

A ruined land

[Colorless?]

Discount Mirran Resistance, Drop-In

The ruins of what must have been an important landmark before the Phyrexian invasion, located in a hidden spot in a location of your choosing. It's definitely seen much better days, and though you can barely recognize what it was once supposed to be, the feeling of mana in the air hangs heavy over your head, devoid of color. Strangely enough, it seems to react to things that would affect Artifacts, perhaps hinting at its true nature. Maybe in the future you'll be able to restore it to its former glory?

Myr Factory

[Colorless]

This land, centered around a gigantic turbine built into a massive mycosynth mushroom,seems to be able to slowly but endlessly produce mindless Myr servitors, drawing on the colorless mana of the terrain around it. Should you wish to draw on this mana yourself, it will stop the production temporarily, but left to its own devices it will simply create more Myr to maintain itself. These Myr lack the mana-filtering abilities of their more developed brethren, though they make up for that by being effortless to produce, and perhaps event that drawback may be fixed, in time.

-Drawbacks-

Have you not obtained enough, Jumper? Do you still want more?
Then accept these handicaps, and you will be rewarded with more CP.
But be careful not to bite more than you can chew.
You may take up to 800CP worth of Drawbacks, if you're a masochist.

Faulty Artifacts[+100 CP]:

Regardless of your origin, you find that anything not purchased in-jump that could be considered an artifact- even things like a smartphone, or a circular saw- malfunction very often, usually in non-harmful, but still annoying and somehow surprising ways that will make your work much slower. It'll almost never happen during a heated fight, though, or when it'd put you in mortal danger.

Dragon's Gaze [+200 CP]:

You are not the only traveler of worlds in this land, Jumper. Tezzeret, a servant of Nicol Bolas, was sent here to keep an eye on the growing New Phyrexia, and he has taken notice of you- though he will not oppose you directly, no matter your actions- he

will pull the strings if neccesary to maintain the growth of New Phyrexia headed towards a direction to Bolas's liking. Maybe that includes recruiting you. More likely, however, is that, should you ever meet the dangerous Elder Dragon in the future, he will already know of what you did in this plane...

A Watchful Eye[+200 CP]:

As a Mirran: The Phyrexian's surveillance grows ever more tight, scouts being found out much more often, and safe passage between territories becoming much harder. There are even rumors that the Progress Engine is even working on some way to oversee entire territories in an instant…

As a Phyrexian: The damnable resistance's scouts and spies seem to be getting more and more skilled as time goes on. Their sabotages more cunning, the perpetrators harder to find and track. Tools go missing, projects get destroyed- annoying, at first. Maybe dangerous, if let continue.

Opposing Forces[+400 CP]:

As a Mirran: The Phyrexian factions seem to have ceased their infighting- and though Urabrask still wont actively hunt you down, even he seems less inclined to prevent hostile incursions into the Furnace Layer, putting even the formerly secure encampments at risk. You will have to fight for survival against the forces of New Phyrexia, Jumper, but you need not win- only stay alive.

As a Phyrexian[+600CP Instead]: It seems the infighting among the factions has grown even worse- the Steel Thanes seem poised to devour eachother alive, something from which a even stronger Praetor may rise. Urabrask may be conspiring with the Mirran Resistance to overthrow the others. Jin-Gitaxias tinkers away in secret, darkened laboratories, devising an ultimate weapon. Vorniclex seems content to devour all in its path, and Elesh Norn has called for a crusade. You must help your faction if not win, then at least survive- and the others will not be kind enough to spare the neutral.

Blood, Bone and Metal[+600 CP, Excluded first jump]:

Your powers and items from other jumps have been stripped away. All you have now is what you bought in this jump, and that's what you'll have to survive with for the 10 years of your stay. Good luck, Jumper.

The New Father of Machines[+600 CP] :

Karn's folly brought life to New Phyrexia, and his nightmares shaped the terror that would become reality, the Argent Etchings of the Machine Orthodoxy. Now yours, too, have seeped into this world. Forbidden knowledge from other worlds fills the mind of Jin Gitaxias, new and horrifying treacheries bubble in the mires of the Steel Thanes, metals from other worlds melt in the furnaces of Urabrask… Even if you are a Phyrexian yourself, the world will become all the more dangerous, and should you be found as the source, being exalted as the new Father of Machines will make Elesh Norn take a special interest in subduing and bending you to her will, the combined power of the Praetors used to turn you into a wellspring of horrors the Mirrans will not survive..

Ichor[+600CP, Phyrexian Origins Excluded]:

You have been infected with the oil. It whispers in your mind of power, of perfection- whispers that are all too alluring to you. At the beggining, it will be only in your nightmares, rare nights where you'll wake up screaming and covered in cold sweat, but as

time goes on, it'll grow stronger and stronger- you'll start having nightmares more often, then you'll begin hearing them while awake, too. The urge to join New Phyrexia will only grow, and falling to it will mean getting sent home and the end of your chain. Is it worth it, Jumper?

Special thanks to Mundi for being a monsterfucker and inspiring the idea for the Vedalken companion.
to the Star City guys, you know who you are.
Amalur for giving me a rough idea for the Green perks like 2 years ago i think?