Mirrodin

The plane of Mirrodin is a land of metal. The ground is iron, the seas are mercury, even the living beings are partially metallic. Unbeknownst to the residents, Mirrodin is an artificial plane. It was created by the golem planeswalker Karn, who has since been locked out of the plane by the guardian he left in charge: Memnarch. Memnarch has been corrupted by the ancient legacy of Phyrexia and gone insane. He kidnapped biological creatures from another plane to populate Mirrodin's surface. His latest obsession is the idea that he can find someone on Mirrodin with a planeswalker's spark that he can steal, though he regularly sends the lobster-like constructs called Levelers out from his home in the plane's core to kill people at random in direct contradiction to this goal.

But essentially no one on the plane knows that. To them, the metallic world of Mirrodin is perfectly normal and the only things worth worrying about are the necromancers trying to expand the corrupt Mephidross, humans of Lumengrid agitating for more freedom and money from their Vedalken masters, or goblin shamans rooting out heresy. But soon the fifth moon (or sun) of Mirrodin will be released from the plane's mana core, and Memnarch plans to use the sun's (or moon's) creation to steal the spark from the elf huntress Glissa. You will start the day that the leader of the Vedalken will send the Levelers to murder Glissa, in a misguided attempt to head off a prophecy that she will destroy the world.

Take 1000 CP

Starting Location

Roll 1d8 or pay 50 CP to choose.

1) Glissa's Village- This unremarkable village of Viridian elves in the massive forest called The Tangle is home to Glissa, an expert hunter who unbeknownst to her holds a planeswalker's spark.
2) Tel-Jilad- A massive tree within the Tangle covered with carved stories of the elves' memories. It is the home of the Trolls, who serve as the elves' spiritual leaders.
3) Taj-Nar- The capital city of the leonin. It's one of the largest cities on the entire plane.
4) Ish Sah- Also called the Vault of Whispers, this fortress is the home of Geth, greatest of the Moriok necromancer lords. It is a dark and dreary place, filled with the mechanical zombies called Nim and the quiet and downtrodden humans who serve Geth.
5) Krark Clan Warrens- This cave system in the Oxidda mountains is home to the heretic Krark clan of goblins, who believe in the teachings of Krark an ancient goblin who claimed to have journeyed to the center of Mirrodin and met the goblin goddess called the Great Mother.
6) Lumengrid- A city of vedalken and their human servants floating over the Quicksilver Sea, Lumengrid is the center of scholarship and artifice on Mirrodin.
7) Panopticon- Memnarch's citadel in the center of the world. It is built directly over the tunnel leading to the Green Lacuna in the Tangle, where the green sun will be shot through to the surface. No one but Memnarch, his servant Malil, and the most highly ranked vedalken are allowed here.
8) Free Choice- You can start anywhere on Mirrodin.

Race

You can change your sex for 50 CP. You can freely choose whether you have a history in this world or are a drop-in.

Elf (Free)- Pointy eared humanoids with long lifespans. While they

can have human skin tones, they may also have vivid green skin. They usually have copper patches of metal on their bodies, but some have dark black instead. They have natural metal claws in addition to the more useless random patches of metal most of Mirrodin possess. They live in the Tangle and regularly submit to memory erasure rituals provided by their spiritual leaders, the trolls.

Goblin (Free)- Small, green skinned superstitious humanoids who live in the Oxidda mountains. Sometimes, the Leonin "adopt" one as what is essentially a pet.

Human (Free)- The humans are divided into five ethnic groups based on what type of metal grows on their bodies. The Auriok have white hair and gold plates, and they live in tribes on the Razor Fields. The Moriok have sickly gray skin and lead metal growths. They eek out life in the swamps of the Mephidross by necromantic control of the undead. The Neurok have silver growths and live in villages around the Quicksilver Sea or in Lumengrid itself as oppressed assistants to the Vedalken. The Sylvok have copper growths and a druidic society in the Tangle. Finally, the Vulshok are hulking and muscular, with iron spikes growing from their skin. They live in tribes in the Oxidda mountains. You can choose any of these to be a member of.

Leonin (Free)- Anthropomorphic lions who live in a strict society. Men are guards and soldiers, while women are sky hunters (flying dinosaur riders) and mages. The Leonin are in constant conflict with the Moriok, who send their Nim out to spread into Leonin territory.

Loxodon (Free)- There are small tribes of these hulking elephant men in the Razor Fields. They are single minded in the extreme, and other races have to simply make way as the Loxodons pursue the

quixotic quests that their rigid opinions on law and morality set them on.

Vedalken (Free)- The vedalken have adapted to Mirrodin more than any other species. Beyond just metal, many of them have developed rounder heads and grown gills and a second pair of arms. They live in a scholarly empire in Lumengrid and worship Memnarch as a god.

Wolf (Free)- Wolves are a mythical species on Mirrodin, only occasionally sighted by the elves. For whatever reason, the wolves of the plane Memnarch captured their souls from were intelligent. Though you lack thumbs, that does not prevent you from learning magic, and you have both enhanced senses and great beastly power in your body.

Troll (100 CP)- Hulking humanoids, trolls possess a natural ability to regenerate wounds. Gashes that would leave a human bleeding out can repair themselves into scarred flesh by the end of a battle. Though it's not enough to save you if you get a giant hole blown through your chest or to regrow a limb. Trolls live in the Tangle as the reclusive leaders of the elves. They themselves are lead by Chunth, a purely biological troll so old he remembers life before being brought to Mirrodin. He regularly erases the elves' memories so that they are not tempted into killing blinkmoths to gain the enhanced intelligence offered by lymph serum.

Vampire (100 CP)- The vampires of Mirrodin have spikes on their arms with which to drain blood, instead of fangs. They are stronger than mortals, by such an amount that Geth attributes his status of greatest necromancer on the plane to his ownership of a vampire thrall. Indeed, that is the only known vampire on Mirrodin, though perhaps Geth has accidentally let it reproduce a bit earlier than he

would normally.

Construct (200 CP)- On Mirrodin, the idea of a being of pure metal is just as unnatural as one of pure flesh. Yet there are still a few creatures like you. You may be a golem like Bosh, one of the warriors that Memnarch made to cull the Mycosynth infection in Mirrodin's core but which have longs since been forgotten and abandoned. You are a very tall metal humanoid with extreme strength. Your chest is a hollow cavity large enough to carry passengers, and you can retract yourself into a giant metal ball that can mow down soldiers simply by rolling over them.

Or you might choose to be a direct servant of Memnarch like Malil. You would look like a human carved from a single block of silver. Though you aren't as strong or tough as a golem, you're far faster and can magically speed your own actions in a burst of haste. You can also manipulate your own body's structure, able to grow new weapons from your own form.

Perks

You may take one 100 CP Perk for free and get a discount on one Perk of your choice for each other price tier.

General (100 CP)- The Leonin live in a militaristic society due to their constant battles with the nim. You would make an able commander among them, understanding both tactics and how to keep the men's morale up.

Hunter (100 CP)- Glissa is an expert huntress, able to to track down the greatest prey in the Tangle. Now she has an equal in you, for you are an expert hunter with great experience on all of Mirrodin's strange metallic ecosystems.

Reverse Tulpa (100 CP)- Though planeswalkers are compared to gods, Memnarch was able to block Karn from returning to the plane he created merely by… hallucinating that he was already there? Maybe he got the power from being made out of the Mirari? Regardless, you now have this same power. You can block someone from entering into the plane you're on. However, as long as you're doing so you will be haunted by delusions that convince you that this person is already there.

Subtle (100 CP)- Slobad the goblin has a knack for survival, perhaps due to his cleverness. He was able to install a hidden passageway into Taj-Nar during his time there which the Leonin never found. You have this same skill in stealth and subtlety.

Cybernetic Upgrades (200 CP)- Soon, Memnarch will decide to upgrade some of his Vedalken followers into telepathic giants by melding artifacts into their bodies. Making them "compleat" one might say. You understand how to manufacture and install these kinds of integrated artifacts, able to perform similar upgrades to increase your minions' strength.

Mycosynth Immunity (200 CP)- Mycosynth is the fungal infection at the core of Mirrodin. A legacy of Phyrexia, it transforms flesh to metal and metal to flesh, turning both biological creatures and robots both into mixtures of both. In the future, a sylvok will be born who is naturally immune to this process, but you can pick it up here early. You are immune to mycosynth and glistening oil and to anything else that would transform your body into flesh or metal.

Politician (200 CP)- Orland the vedalken is one hell of a politician. After being elected to the Synod, he turned on his former allies to

toady up to Pontifex, convinced him that he was no threat, and subtly turned Pontifex's own allies against him while secretly working with his original allies to change the entire government. There was about a month between him winning the election and totally dissolving the entire government to replace it with a republic. And now you're his equal, able to swim in the waters of politics like a shark through the sea, and keep everyone believing you're on their side and no threat to their own plots.

Telefrag Immunity (200 CP)- Did you know that teleportation spells in the Magic the Gathering universe can be targeted inside of someone else? Doing so leaves you unharmed but tears your unfortunate victim apart from the inside. It's surprising that people don't do that more often. But now you don't have to worry about it, because no one can teleport themselves or anyone/anything else into your body unless you allow it.

Artificer (400 CP)- Making magical machines is a strangely rare art form considering what kind of world Mirrodin is. You are the equal in this to Slobad in this. And while he never really did anything on his own except repair a golem, when he was hooked up to Memnarch's swarm of builder bugs he was able to flesh out the design for and build the set of towers that would transform the entire plane into a machine for transferring a planeswalker's spark to a new host. You're also familiar with the more pedestrian arts of creating magitech weapons and constructs that Lumengrid and the goblins use.

Mind-Control Immunity (400 CP)- After two books of (partially unknowingly) questing to reunite the Kaldra Artifacts, Glissa finally summoned the Kaldra Avatar to defeat Memnarch. Embarrassingly, Memnarch easily used a mind control spell to seize control of it and

turned it against her. You're now immune to all mind controlling effects and can extend this immunity to any magically summoned or awoken minions in your service, protecting them from other wizards but not yourself.

Sunburst (400 CP)- The Mirrodin block featured a mechanic called sunburst, wherein the more colors of magic used to cast an artifact spell the greater the benefit it would receive. This doesn't seem to actually exist within the world itself, but now you can apply it to your own artifacts. Whenever you magically enchant an item, the more different types of energy you put into it the better it performs. Just here there are the five colors of mana plus colorless mana, but you're sure to find more energies to shove into your crafts in future worlds.

Warrior (400 CP)- For an expert huntress, Glissa really seems to be quite a natural at combat even when not using her magic. She was able to (with a good quality sword) effortlessly cleave through entire hoards of nim and come out the victor against giant monsters, and now you are her equal.

Army Summoning (600 CP)- Memnarch owes his life ultimately to the efforts of Yawgmoth and Urza's efforts to build up armies. Yet they would only be able to stand in awe at the speed and ease that Memnarch could do the same. For after a brush with death caused by the green sun crashing straight through his palace, Memnarch gained the power to summon full armies of construct warriors into permanent existence with the mere wave of his hand. You have obtained this same mysterious power, able to conjure artifact warriors of your own design into being via the expenditure of mana.

Mage (600 CP)- Magic in this world involves taking mana from the

world and shaping it into spells and you are a master of it equal to Burenna. If you specialize in blue magic like her, you would be able to teleport, scry distant locations, grant flight and invisibility to yourself and your allies, and blast others with bolts of mana. Or you could choose one or more other colors of magic to spread your expertise to. Perhaps like Glissa you choose green magic and its control over nature and growth, pursue the white magic of protection and healing that the leonin practice, study necromancy and curses through black magic like Geth, or specialize in the fire, earth, and lightning magic of red mana. Feel free also to decide on the specifics of your spellcasting tradition, whether you be a religious shaman or an (implied) Vancian style wizard who prepares spells daily like Bruenna or something else.

Planeswalker's Spark (600 CP)- A few rare people are born with a planeswalker's spark. This is why Memnarch allows living creatures to stay on Mirrodin at all in fact, as he hopes one will be born with a spark he can steal, and you're now a candidate for his plan. At the moment, your only benefit is a single powerful spell you can instinctively use, much like Glissa's ability to strike out with green mana to easily destroy constructs. But should you die by violence, you spark will ignite and you will become a planeswalker. Planeswalkers are compared to gods in their great power and mastery over magic. As a planeswalker, not only will you be a master of magic and able to move between worlds with a thought, you will be made of pure mana itself, able to shift and repair your own body by simple act of will. Urza for example was fond of dissolving his body and recreating it facing the other way rather than wasting time turning around, for example. You will be exempted from the normal rule that death ends your chain for this single empowering death each jump, though you'll lose your planeswalker status with the end of each jump.

If you have also bought Mage, then you may choose to start as a planeswalker instead. You'll maintain the 1-up effect, but this death will not further empower you as you have already achieved the potential of the spark.

Plot Armor (600 CP)- Glissa might not have been very smart or competent, but she didn't let that stop her from being dragged around the plane again and again by fate, fulfilling her quest to end Memnarch's madness mostly though contrivance. Like her, you have a destiny as a great hero ahead of you. You'll likely meet every important person around you and become allies with them. Or maybe they'll get their heads cut off and necromantically preserved, forcing them into a tense enemy-of-my-enemy relationship with you. Meanwhile, enemies will have their own underlings turn on each other in jealousy, ruining their attempts to capture you with their infighting. Unknown mentors will send agents to protect you and simply explain the "plot" of the world to you and what you need to do to solve it. You'll be showered with world-class mystic artifacts. Looking for a specific magic shield you need to save the world? You'll probably literally trip through a hole into the vault it's kept inside of just in time to use it to turn the tide of battle against the enemies who used it to lure you and your allies into a trap.

Items

You can get one 100 CP Item for free and a discount on one Item of each other price tier.

Fire Tube (100 CP)- These goblin weapons are products of artifice. They take the form of metal tubes and expel fire from one end to burn enemies. You have your own.

Land (100 CP)- Afraid you won't have the correct color of mana on tap in future worlds or just want to be able to continue enjoying the exotic landscapes of Mirrodin? You have ownership of this stretch of land which will follow you as a Warehouse attachment. You can choose one of the following options. For a +100 CP surcharge you can get all five.

The **razor fields** are plains of bladed grass which provide white mana. A part of the **quicksilver sea coastline** is a beach abutting a sea of mercury where strange semi-metal fish can be caught. It provides blue mana. The **mephidross** is a giant cursed swamp which emits noxious smoke that causes corspes to rise as nim. A mountain from the **oxidda range** is a metallic mountain filled with caves which provides red mana. The **tangle** is a gigantic forest of semi-metallic trees that provides green mana.

Pteran Mount (100 CP)- This tame pterodactyl is used as a flying mount by the leonin skyhunters.

Seeksphere (100 CP)- This small metal ball is etched with enchanted markings that stay in place no matter how the ball is turned. Mana can be channeled into the sphere to make it point the way towards anyone you have ever meant before.

Aerophins (200 CP)- Vaguely dragonfly like in design, these battle constructs are used for assassinations by the vedalken. They consist of a spherical metal "head" with a tail projecting out and wings that allow the artifact to fly. They are fast and agile and able to project deadly beams of mana. You have a dozen of these bird sized fighters at your command.

Diver (200 CP)- Bruenna has secretly constructed a magical

submarine which she hopes to use to sneak into Lumengrid one day. You've got your own equivalent vehicle for secret undersea journeys.

Levelers (200 CP)- These vaguely lobster-like constructs are deployed to wipe out civilization centers on the surface of Mirrodin. Each one is large enough to ride on as a mount, and this loyal pack of five is strong enough to wipe out a small village.

Pteran-bone Armor (200 CP)- This set of armor is made from pteran bones and fit for a leonin Khan. Enchantments laid on it enhance the swordsmanship of the wearer.

The Helm of Kaldra (400 CP)- One of the three Kaldra Artifacts, the helm is said make the wearer stronger and faster. How much this would be is unknown, as Glissa elected to carry the thing around in a sack rather than on her head where it would help her survive combat.

Lymph (400 CP)- A vial of white liquid formed from the destroyed bodies of blinkmoths. It not only reveals truths about Mirrodin, it enhances the intelligence of the drinker, instantly clarifying the usage of a laboratory's worth of devices and enhancing the senses. You get a new vial every day after the last is drunk.

The Shield of Kaldra (400 CP)- The shield is one of the three Kaldra Artifacts. It is presumably enchanted to work as a superior shield in some way, but it was only ever used to immediately summon the Kaldra Avatar, so what advantages it offers are unknown. Speaking of which, by taking all three Kaldra Artifacts the Kaldra Avatar, a giant spirit of light who is an expert combatant, will become your follower. He may be summoned by bringing all three Kaldra Artifacts together.

The Sword of Kaldra (400 CP)- One of the three Kaldra Artifacts, this is an amazing sword that can cleave through even powerful metallic foes like vampires or giant monsters with ease.

The Darksteel Eye (600 CP)- A large octohedron made of the magic metal called Darksteel. It comes with an army of myr, small humanoid constructs. These myr are unremarkable pests in Mirrodin. But the Darksteel Eye makes them into a spy force, for it can project the vision of any myr onto one of the eight internal faces of the structure, allowing you to stand in the middle of the Eye and view eight different scenes from across the plane at once.

Mana Bomb (600 CP)- A large metallic artifact, this mana bomb has the power to blow up an entire city or mountain.

Miracore (600 CP)- An enchanted metallic sphere that Memnarch will one day provide to Yert. The holder can spread their thoughts to mindless creatures be they animal, undead, or construct, turning them into an army at your command.

The Pool of Knowledge (600 CP)- The vedalken keep a giant pool of lymph serum over the hole where the blue sun once emerged in Lumengrid. It is their holiest site, where they keep all their race's accumulated ancestral knowledge. You have your own copy of the Pool which will follow you as a Warehouse attachment. Submerging yourself in it will allow you to absorb the vedalkens' great store of knowledge on matters of both magic and artifice.

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 600CP to spend.

Canon Companion (100CP)- You can choose any character from the Magic: the Gathering setting to become your Companion.

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

Return Jumper to the Battlefield (0CP)- If you've been to the Magic: the Gathering setting before, you can keep the story going, maintaining the changes you made. If this means you butterflied away the existence of Mirrodin, don't worry. You'll wind up on some other inhabitable plane instead, probably Dominaria.

Flare! (+100CP)- Like Glissa, you experience glimpses of a prior life from before the soul traps drew you into Mirrodin. These are highly distracting and can cause you to lose focus at key moments.

Marketing World Tour (+100CP)- Magic: the Gathering stories were hardly ever high literature, but Mirrodin in particular suffers from being nothing but a glorified card commercial. Like Glissa, circumstances will find you dragged around the entire world, meeting every famous or important character or artifact in the world and getting involved in their lives. And once you're done with that, it's time to do it all again with even more characters to keep up with the next expansion set's materials.

Glissa Lost Consciousness (+200CP)- Glissa's life is going well when she can get through a whole chapter without being knocked out, dropping into sleep through exhaustion, or being rendered unconscious by a prophetic vision. Like her, you will frequently find yourself knocked out a frankly absurd number of times.

Hunted by Memnarch (+200CP)- Memnarch seeks Glissa so that he can steal her spark. Perhaps he believes you too possess a spark, or in his madness wants to perform some other experiment on you. Regardless, he will order his construct warriors and the vedalken to capture you, though the latter will probably decide to kill you instead out of fear of losing Memnarch's favor to his obsession with you.

Amnesia (+300CP)- The elves regularly allow the trolls to erase their own memories, so that they will never be tempted to grind up blinkmoths into lymph serum. Not that they know that's the reason, because they get their minds wiped. You have lost all memories of your life before the jump started, both any background memories and any knowledge of prior worlds.

Only a Head (+300CP)- After taking Geth's throne, Yert will have his former master's head preserved by necromancy. You have faced this same indignanty and are now a severed undead head. You can still speak, but are otherwise quite limited in what you can accomplish on your own.

End Choice
Go Home
Stay
Continue Jumping

Notes
A Generic Jump by Generic Anon.