

HOMELANDS

The plane of Ulgrotha. It was a garden world, full of life and mana. So full of them that planeswalkers and their summoned armies warred over it endlessly. Until one misguided young planeswalker rang the Apocalypse Chime in an effort to stop the fighting.

The land died in a holocaust of colorless fire, along with the warring wizards.

Today, most of the plane is a dead zone, where the land that once produced mana now greedily drains the mana and life from any creature who walks across its surface

All of the plane, except for one section of it. On one part of the planet, a mana rift had been torn open by the ancient planeswalkers to fuel their spells. Now, with the plane's own mana channels broken, this was the only part of the plane where mana still flowed.

Here, some of the creatures summoned to fight in the planeswalkers' war survived the death of the world. But with the deaths of their summoners, they were stranded on this unfamiliar plane. Over the generations, knowledge of the great war and its sudden end slowly faded. Survivors became nomads, and nomads settled down to found cities and nations.

Planeswalkers still came and went, fighting each other or stealing away the plane's people with summoning spells. But they no longer came in numbers as great as before. With only a small part of the plane habitable, there was little of interest for most of them.

There were exceptions though. Planeswalkers who settled down and attempted to help the people of Ulgrotha. First came Serra, who united the nomads of the plains into the nation of Aysen, and then eventually came Feroz, who taught the rudiments of magic.

Other visitors came to stay as well, the dwarves entered through a subterranean planar gate and the vampire Sengir was left behind after a duel between planeswalkers.

A careful balance was forged between the new nations of the plane, and Feroz eventually cast a great spell to shield and hide the plane from the rest of the multiverse.

But this tenuous peace cannot last. Serra disappeared twenty years ago, Feroz's Ban is starting to fail, and the spirit of the woods has foreseen doom if Sengir is not stopped.

These are the Homelands, and you will be its latest visitor.

You gain **+1000 CP** to spend in this jump.

ORIGINS:

Your origin determines where you came from, and what faction you align with. Any of them can be taken as a drop-in, in which case this simply determines where you first appear.

Citizenship of Aysen

The people of the homelands' plains, descendants of the few humans that survived the destruction of the Great War. Divided into nomadic tribes, they fought amongst themselves until the goddess Serra descended from the skies to act as peacemaker and unite them. Thus was founded the nation of Aysen, with its capital city Onella named in honor of the first abbot chosen by Serra. But with Serra's absence and a lack of vampire attacks, they begin turning on themselves. The rifts between the Serrans and minor factions slowly widen.

Floating Isle

Controlling the sea and maintaining the balance between the countries, the Floating Island is home to both the great Wizard's School itself and the thriving port town living in its shadow. Led by a council of wizards, the isle is populated mainly by the sea dwarves, but humans and goblins have also come to study at the school. Their current position is precarious, as only the wizard's neutrality and ability to teach keeps them safe from other nations.

Dark Barony

The personal dominion of Baron Sengir. It started with a massive castle taken from the dwarves and made his own, then hapless victims turned into his undead servants, and finally people kidnapped from Aysen filled his villages. Now the Baron rules over his barony with absolute authority and casual cruelty. None of his subjects are allowed to leave the swampy marshes of the barony, except for his vampires on their raids of terror.

Koskun Mountains

A mountain range located between the swamps and the great woods, with a mighty river flowing through that ends in the falls overlooking the barony. The mountains are riddled with tunnels, the subterranean stronghold Koskun Keep foremost among them. Goblins and thieves gather there, and trade caravans import food to feed the runaway population. Somewhere further into the mountains, a secluded vale hides a tribe of minotaurs.

Great Woods

The wood is mostly as it always was, largely unmolested by outsiders. Lush and fertile woodlands, filled with monsters and dangerous animals. But recently pioneer towns like An-Havva have been established by people who left Aysen to escape all the red tape, bureaucracy and complicated procedures of the government. Having grown fond of these people, the spirit of the forest has opened a safe path (guarded by faeries and spectral bears) through the forest for trade between the human cities and Koskun Keep.

RACES:

You must choose one of the races of the Homelands below. Do note that many of these races are normally tied to specific factions as mentioned in the origin descriptions. Having a mismatched origin and race would make you a strange exception..

Human [Free]

By far the most prolific of the races, humans are present in varying numbers in every nation of the Homelands. They form the main populations of Aysen, An-Havva, and the villages in the Dark Barony, but can also be found in the mountains and floating isle.

Dwarf [Free]

Physically dwarves appear very similar to humans, but while they are shorter in stature, they have a lifespan measured in centuries. They are split into two general factions, the land dwarves who fled to the mountains after Sengir's invasion and who vowed to retake their castle one day, and the sea dwarves who decided to start anew as seafarers.

Goblin [+100]

Small and green, the goblins of Ulgrotha live in the tunnel warrens of the Koskun mountains, their population booming since Eron took the throne. Generally they known to are weak, reckless, and dumb. However, in large enough numbers their raiding parties can be a serious threat, and some of their sorcerers have studied at the wizards' school.

Orc [Free]

Brutish-seeming and tusked, with skin as green as the goblins', the orcs had story, memory and lifespans more akin to humans. Yet they lacked the goblins' numbers or magical aptitude and steadily declined, with only one minor family still remaining in Koskun. Still, they possess a level and cunning and intrigue that makes them dangerous.

Minotaur [100]

Great bull-headed humanoids with impressive physical strength, the minotaurs live secluded in a remote tribe within the vales of the Koskun mountain-range. Those who leave their tribe to see more of the world are never allowed to return, and are mourned as if they had died in a tragic accident. These unfortunates usually become pit-fighters or bodyguards.

Faery [Free]

The grandchildren of Autumn Willow, the faeries appear as six inch high humans with butterfly wings. They guard the Great Woods and drive off any invaders in times of war, while in times of peace they spend their time playing pranks upon one another or take on the role of diplomats and ambassadors to the people of An-Havva.

AGE AND GENDER:

You may freely choose your own age, as long as it makes sense for your race. Your gender remains the same as it was in your previous jump, or you may pay **100cp** to switch it.

PERKS:

Paladin of Serra [100, free Aysen]

An order of knights devoted to the protection of the towns of Aysen and to the ultimate destruction of Baron Sengir, the Serra Paladins are the living embodiments of the Serran point of view. Brave men and women seeking to destroy all evil in the world, chosen from common soldiers who excel in their duties and revel in faith. The paladins do not lead the common folk, but stand apart from them as examples.

Whether or not you actually serve or have served as a paladin, you possess the qualities of a great one. Exceptional skill in battle most obviously, but also a valiant demeanor to serve as an example to the people, and bravery enough to single-handedly assault Sengir Castle with little hope of return. With you at the front, Aysen's militia can be a fighting force good enough to defeat the occasional creatures that rampage through the countryside.

Choosing of Abbots [100, free Aysen]

The government of Aysen is run by a mostly democratic method, with one prominent exception. The Abbot is in charge of the spiritual and cultural development of the people of Aysen, and is chosen from the populace by Serra herself. When an old Abbot dies, Serra will traditionally walk amongst the marketplace and choose a young man to be the new Abbot, one who will lead the peoples of Aysen morally and spiritually.

Like her, you have a good eye for the potential of people, how open-minded they are and whether they have the qualities you are looking for. This lets you quickly pick out the best people for particular jobs, even if they still need training. Simply watching someone for a little while lets you figure out where their talents lie, and casually wandering amongst the city streets would be enough to find whoever is best suited to be groomed into a leader.

Beast Walker [200, discount Aysen]

The beast walkers are a sort of secret order, one that has existed for nearly as long as Aysen has. They hail from towns and villages all over the nation, and they are devoted to protecting their home from harm through covert means. While they are competent fighters, the true worth of these secretive men and women is shown while they roam the roads and coasts of Aysen, watching for the Barons' minions or any signs of trouble or conflict.

You have all the skills necessary to keep a constant, but discrete, watch over the roads of a kingdom and communicate with your fellow beast walkers. But more than that, you've been taught the secret skills considered only a rumour by most people of Aysen. Using these spells, you can turn into a bear or crow with only a quick bit of magic. In times of great danger, it is these spells your fellows use to transform themselves into crows, fly to the aviary at Onella, and report to the current Falconer.

Falconer [200, discount]

There is always one amongst the tenders at the aviary in Onella who is known as the Falconer, and is responsible for tending to the birds and ensuring their safety and comfort. The position is a prestigious one, for to have the respect of the great mesa falcons is to have the respect of Serra herself. Additionally, the Falconers know the language of the birds, the knowledge taught from Falconer to Falconer throughout the history of the aviary.

Belonging to the same family as the Falconers, you may be either the current tender to hold the title, an apprentice, or perhaps a retired Falconer. Regardless of the specifics, you know how to take care of and approach just about any bird, from the common falcons to macaws and giant albatrosses. Being able to speak and understand their language is, of course, a great benefit to this as well. The wild birds see much, and are quite willing to talk.

Serran Religion [400, discount Aysen]

It was Serra who encouraged peace between the various plains nomads and the foundation of the state of Aysen. Initially she simply took up the role of protector of this new nation, but people quickly began making up stories. Some thought she was a goddess, and while Serra is not *officially* worshipped here, many listened to these ideas and held faith in her.

So too can religions simply... spring up around you, even if you do not personally announce yourself as a god, your actions are easily taken as confirmation of your divinity without any additional effort from yourself. You simply give off the impression of being a god or goddess in everything you do. Even after your death or disappearance, the story of your life could inspire a religion as grand as the Church of Serra of Dominaria.

Though if you truly do not want to be worshipped as a god, you could instead use this to inspire philosophical movements similar to the Serrans of Aysen, who will do their best to follow your ideals instead of actively worshipping you as a divine figure. Regardless of what different movements you inspire, they seem to get along better than they should even for groups that all share your ideals. Ensuring that any such distinct movements will not fight over the different ways they worship or view you and your decree.

Serra's Angels [600, discount Aysen]

While the lady Serra did not intentionally take on the mantle of a goddess, her abilities and works made the assumption quite easy. With this, you share in her aptitude for the most famous of her powers, the creation of complicated constructs of white mana. Used to its fullest potential, this is the power and skill that allowed Serra to create her angels.

While you are perfectly capable of replicating that feat, using complicated magic to create angels as powerful manifestations of white mana, this use of your power is very taxing. You will become more adept at doing so with practise, but for now a somewhat faster method of creating angels is perhaps more practically useful to you. By creating only the physical body of an angel from pure white mana, you may allow a war-spirit to possess this construct and fight in your name. The soul of a fallen warrior, given new form in white mana. Regardless of your exact methods, your angels suffer no lasting damage if their physical body is destroyed. Their spirits will eventually return to you to be reformed, or they may simply journey to a place of abundant white mana to take physical form again.

Beyond the creation of angels, you may also create lesser constructs of white mana like the abbey gargoyles created to guard the city of Onella and police its people, with stony hides, sharp claws, and functional wings. Such creatures may not be as impressive or versatile as an actual angel, but would still be fearsome and could easily be seen as walking miracles by the populace of whatever places you set them to guard.

As a final minor benefit, you may surround yourself with a gently flickering nimbus of light and white mana. Illuminating your surroundings and giving yourself an understated but distinctively divine appearance.

Sea Clan Sailing [100, free Floating Isle]

The floating Isle does not actually float, it was called that by the dwarvish explorers who were the first to discover it because of the lack of shallows around the place. Ships could be brought within a few lengths of the "shore", and anchored safely, even when the regular winter storms brought huge waves that pounded against the cliffs of the island.

You are likely one of the descendants of these first explorers, or perhaps a member of another race who was taught their ways. While you may or may not have left the clan ships by this point, the things you learned and the skills you picked up remain with you regardless. You have just about a full three hundred years of astronomy and sailing experience under your belt (or at least, you have a similar measure of skill if your race isn't quite as long-lived as the dwarves). There's no one outside the sea clans who could match your knowledge of the wonders of astronomy, the sea, and this world.

Second Master [100, free Floating Isle]

The wizards' school was largely founded through the efforts of a single man, the mysterious and enigmatic First Master who taught the first wizards as his personal apprentices. While he never revealed his identity to his apprentices, Feroz gave them much in just the few short years he was with them, left behind a large number of magical tomes, and most importantly taught them enough to learn and discover more for themselves.

While you'd need to bring in the knowledge yourself, this gives you more than enough skill at teaching to perform similar feats. Training a core of wizards who will go on to research and discover more magic for centuries afterwards is the work of a few years, bolstering a nation can be done by teaching a secret society a single spell, and with enough knowledge to pass on you could single-handedly start schools that can compete with nations.

Keeper of Balance [200, discount Floating Isle]

The wizard's school was initially founded as a check on the burgeoning nations, keeping the balance by controlling the seas. If any of the other countries took control of the sea instead, they would quickly end up controlling all of the Homelands. Thus, the wizards of the floating isle serve as a referee of sorts to ensure that total destruction is not realized.

You're exceptional at this sort of thing, able to recognize just what is needed to keep various nations, movements, or other factions in a stable equilibrium. Regardless of whether you then personally provide this balancing force yourself, or simply prop up a new, neutral faction to do so for you, these measures make the balance of power unusually stable. There's little to no chance of this perfect balance between countries or factions toppling once you're done setting it in place, at least not without some outside interference.

Just keep in mind that preserving balance like this is unlikely to make you popular with any of the various factions that are kept in check, and if some outside force does shatter the careful stability, things may become very precarious for you or your agents.

Artificer [200, discount Floating Isle]

One of the First Master's main teachings was the creation of artifacts, and especially the construction of a variety of enchanted clockwork creatures. Today a large number of different types of clockwork laborers are found in the Aysen culture, all courtesy of the Wizard's Isle, and the school itself uses even more of them as menial servants.

You've been taught much of these secrets, knowing how to let the mana guide your tools to achieve works of craftsmanship impossible without magic. For now, you're skilled enough to create clockwork gnomes as a matter of course and with some more effort recreate much of the existing artifacts the wizards have created like clockwork steeds, insect swarms, and even the flying buzzsaw that is the roterothopter. Perusing the designs still held in the libraries of the Wizards' School would of course make that much easier to do.

Wizard Councillor [400, discount Floating Isle]

The Wizard's Council is an advisory board made of the eight most powerful mages on the Island, usually the teachers and residing masters. The ninth member of the council is the Wizard Savant, who maintains absolute final say on any matter, though they are obligated to listen to any argument from the Council and may be challenged for the title.

While you'd have to challenge the current Savant yourself if you want that position, you certainly have the skills of a proper councilmember. You are a master of manipulation and subterfuge, along with well-practised skill in sorcery, wizardry, research, astronomy, alchemy, and the other magical arts. Your magic allows you control over the wind and the waters of the Homelands, and lets you study the aether beyond the bounds of the world.

If bought along with the Artificer perk, you may combine your skills in magic and artifice to call forth mana and shape it into temporary artifacts. Fully composed of mana, these artifacts only exist for as long as you keep the magic up, but can be invaluable in battle and when you otherwise don't have the time or inclination to create a permanent artifact.

Feroz's Ban [600, discount Floating Isle]

Though Feroz did much to establish the wizard's school, personally teaching the first wizards as the mysterious First Master, his greatest feat is one they never knew. On the night of the solstice, when the flow mana is at its strongest, you may replicate Feroz's Ban. Casting a single mighty spell to seal the world off from other planes, letting a great shield sweep out across the entire globe. Gateways vanish. Camouflage rises against scrying and detection. Shields protect creatures from being stolen away by summoning spells, and prevent mana from escaping the world. A barrier is erected to defend against all trespass.

It would be as if the world you stand on had never existed, shrouded and protected from the rest of the multiverse like a ship in a bottle of volcanic glass. This ban is self-sustaining, powered by the mana of the world instead of your own, and consequently even a mighty planeswalker would have difficulty unravelling it from the inside. From the outside, they would have no chance of breaking through, assuming they could even find it.

Of course as its creator, you personally do have the ability to undo the spell and lift the Ban without having to overpower the mana of an entire plane. Your familiarity with it also allows you to bypass the shield while still keeping it otherwise active, letting you travel to other worlds unhindered. At least if you already had the ability to travel beyond the world.

Royal Huntsman [100, free Dark Barony]

When the Baron found that he had enemies within the forests of Ulgrotha, he laid plans instead of rashly laying waste to the forest. Not knowing what hid within the depths of the wood, he found a hunter who would do the spying for him. And so the hunters brought Sengir information, and the heads of important woodland enemies, for generations.

You have all the skills of a poacher, scout, and messenger for your master, privy to secrets passed on through the generations so that the royal hunters would always be treated well by the Baron. You pass like a ghost through the woods, know all the roads from Onella to Castle Sengir by heart, and can effortlessly disguise yourself as a simple traveller or trader.

Extended Family [100, free Dark Barony]

Though there are people called Sengir Autocrats living in the Sengirian villages, they merely keep an eye on the villagers and do not have any real power. Baron Sengir rules absolutely here, and even his most loyal servants are nothing more than pawns to him. Yet there is an exception made for the small family he likes to call his own. His dwarven "daughter" Irini, his guide "Grandmother" Sengir, his faithful huntsman, and his carnivorous horses.

If you wish, you can join them with this, becoming part of the family either because the Baron considers you particularly useful or because you amuse him like Irini does. And in the future, settling into similarly amiable and even familial relationships with the most blood-thirsty and black-hearted beings around would be remarkably easy. It helps that you're quite unfazed and comfortable living in such dark places as the dark barony. The gloom and darkness never gets you down for long, even if your neighbour got himself fed to monstrous horses last week, the dead never quite stay down, and the bats are just everywhere.

Common Enemy [200, discount Dark Barony]

For generations the Baron sent his vampires and foul creations to plague the fields and farms of the countryside. His vampires were usually driven away or destroyed, and were never numerous enough to actually take control of any part of Aysen, but the Baron's plan was never conquest, just to install fear in the peoples of Aysen. The plan failed miserably, and instead he united the spirits of the people in their hatred of himself.

You have become adept at repeating this feat, using terror tactics to give disparate people strength and purpose, uniting them in hatred against a common enemy: Yourself. Though if you prefer them divided, you could then carefully slow your regular attacks and deprive them of their enemy. Causing that unity to come crashing down. Within only a few short years, even an established nation as solid and united as Aysen would be tearing itself apart.

Vampire [200, discount Dark Barony]

Sired either by the Baron himself or one of the vampires of his bloodline, you have joined the undead ranks of the Sengir vampires. Eternal (un)life is yours, along with unnatural physical strength and the power of flight. It's not all upsides though, as your condition has cursed you with a hungering need for blood and a sensitivity to direct sunlight.

By default you appear as human-seeming as your progenitor, with only pale skin and slightly elongated fangs giving away your condition. But if you'd prefer, you may be further removed from the baron himself, your bloodline degenerated over the centuries and generations.

You would be similarly powerful, but appear a feral-seeming creature with pointed ears, long claws, visible red veins, and perhaps even bat-like wings instead of magical flight.

Baron Jumper [400, discount Dark Barony. Requires Vampire]

In the Homelands, the name of Baron Sengir is synonymous with the Dark Barony. He has ruled for a thousand years here, and expects to rule a thousand more. Yet the Sengir vampire bloodline is feared and reviled across much of the wider multiverse. The Baron himself is the sire of the most numerous line of vampires across the planes, the creator of countless nightmares, the pinnacle of a vast and ever-growing pyramid scheme of death. So too, will you become a progenitor of your own bloodline of vampires. Your natural vampiric strength is increased to stand equal to the Baron himself, though you still lack his centuries of experience. More importantly, you gain the ability to combine and mix strains of vampirism you may have acquired here or in other places together to create new bloodlines of your own. In this way, you can decide which powers, weaknesses, and other traits you pass on whenever you sire a new vampire, and which you do not. The magical flight of a Sengir vampire, combined with some bloodline that does not have to fear sunlight, perhaps? Even the means of siring these new vampires can be set to that of any strain you might have access to, from the classic bite to more involved rituals and magic. Including whether the bloodline weakens over the generations, stays at the same strength, or even mutates slowly into monstrosity like the Sengir bloodline itself.

Grandmother [600, discount Dark Barony]

Before her welcome into the Sengir family, Grandmother was known as Ravi, a wizard with a past somewhat similar to Sengir's. She was a powerful pupil of a planeswalker, traveling the multiverse, studying magic, and learning to wield it. Yet in the centuries she spent trapped since the ringing of the Apocalypse chime, she became blackened and twisted.

Hopelessly insane and with little memory of who she was, the crone has spent the years since her release as the Baron's tutor and guide, teaching him green and black magic, wisdom, and lost knowledge. Her mastery of curses and hexes is second to none in the Homelands, though with your arrival she now has an equal. While you (hopefully) lack her insanity, your mastery of the darker magics is just as great as hers. The serum to create lycanthropy, the curses to bind the spirit of a dying man as a shade, the complex spells to grant magical immortality to people, even the methods to boiling the flesh of beautiful youths for juices that keep you alive for centuries longer than magic alone could... all these and many more feats of black magic are within your grasp now.

If you wish, you can also use this great well of dark wisdom and mastery of black magic to easily secure a position similar to Ravi's with the Baron, or any other rulers of darkness and masters of corruption. Serving as a guide, teacher, and advisor in the black arts you would be sure of a comfortable position in return for your tutelage.

Ironclaw Cunning [100, free Koskun Mountains]

The Ironclaw Orcs were one of the greatest orcish bands in Dominaria, as they were magically bound by their camp-wizards never to attack any force stronger than themselves. While most warring cultures viewed this as a detriment, this curse was what made the Ironclaw clan one of the strongest and most successful orcish clans in known history. They never fought battles they couldn't win, and never fought for hopeless causes.

While you aren't bound by their curse, you do share the cunning of the Ironclaw. Thanks to this, you'll always know when you can or can't defeat someone. You'll never underestimate your opponents, and know when it would be best to carefully pull back and make plans for another day. You've also become pretty good at that, taking note of the opposing force's strength and figuring out ways in which you could still win against them

Ambush Tactics [100, free Koskun Mountains]

Lord Eron's ambush parties include sentient creatures and humanoids of many races, including humans. It is well known that their members are hired for their intelligence and fighting ability, not their form or shape. Similarly, the few surviving groups of brigands that still assault the caravans have to be lightning quick and their retreats well planned.

Whichever side you fall on, you have the vigour and quick wits of an excellent raider and a knack for ambushes. Few of the caravan guards can match you in combat, and even fewer still would have any chance of catching you on. Not just because you're quick on your feet, but also because you've gotten very good at picking just the right time to attack.

Hire Better Thieves [200, discount Koskun Mountains]

When the food caravans supplying Koskun Keep were being constantly raided, causing food riots amongst the unruly populace, Eron the Relentless contacted the most powerful group of brigands and arranged to have them paid to protect the caravans rather than destroy them. This has worked out wonderfully, providing excellent protection and escorts along the road, in return for the road guards' nominal percentage.

You can do similar things, making lasting arrangements with the most powerful, dangerous, or skilled of the people that would work against you, to provide incredibly good protection against their former rivals. The best way to protect against thieves is to hire better thieves after all, and with you making the deals there won't be any danger of your new "hires" double-crossing you. At least not as long as you keep them paid well enough.

Infamous Rogue [200, discount Koskun Mountains]

Thieves, rogues, and all manner of con-men of great reputation plague all the cities and villages of the Homelands. But there's nowhere you'd find more of them together than amongst the vice and violence of Koskun's underground city, nor a better place to quickly fence your stolen goods or hide from various hunters in the twisting passages.

You've gained the skills to become one of the best amongst them. You are a master thief, excellent cat-burglar, and were born with a knack for scams. No artifacts, jewelry, or other valuables are safe from you, even if you need to sneak into places like Koskun Keep or the Wizard's School just to get your hands on them. And perhaps most importantly, with skills like these you could quickly build up a reputation of fear amongst merchants, and respect amongst the other rogues and thieves of the world.

Anaba Shamanism [400, discount Koskun Mountains]

Trained by a remote tribe of minotaurs free from the influence of any other societies, you have been taught of their ancestral arts. That of the spirit crafters, in tune with the spirits of their ancestors and keepers of the stories that have been passed down the tribe through the generations. Using their techniques you may speak with the spirits, use ashes for divination, foretell the future in your dreams, and beseech the ancestral spirits for greater boons. And the more direct magic of the shamans, in tune with the weather and the mana of the mountains. Where the spirit crafter works with the ancestor spirits, the shaman is much more involved with talking with storms. They lead the tribe in ceremonies, and learn secrets from wind spirits. And like every true shaman, you have gained the ability to call lightning down upon your enemies and control the powers of the storm with your magic.

The Relentless [600, discount Koskun Mountains]

After performing a dangerous journey into the wastelands for a long-dead Wizard Savant, you were granted a wish of eternal life. Now made into an immortal thanks to a powerful and forbidden spellbook, no assassin's blade will ever be able to kill you. Nor will most any other method of execution work, as you miraculously recover and regenerate all damage. As long as the spell cast upon you is intact, you can't die by any means. And as long as you are alive, the magic that sustains you cannot be permanently broken. While the enchantment could still be disrupted by a skilled enough wizard (though the number of mages capable of that feat in this world can be counted on one hand), the magic simply reinstates itself after a short period of recovery if you aren't slain during this moment of vulnerability. You also lack the drawbacks of Eron's own spell, not scarring or degenerating after your regenerations. Further, you have a talent for leveraging your immortality to gain positions of power. The simple fact that you're immortal is often enough to get your foot in the door, and actually removing you from power becomes practically impossible. As your fellow immortal Eron experienced when he declared himself king of the goblins, the simple fact that you cannot be put to death would eventually see you put on the throne in such societies, and keep you there by virtue of surviving any assassination attempts seeking to remove you.



Jumper of An-Havva [100, free Great Woods]

The people of An-Havva and the pioneer towns left Aysen because the atmosphere there was too restrictive for them. They watched their children be shaped by tradition and custom, and their duties to state and society grow heavier with each passing year. Eventually, they decided they wanted a life without the stifling codes and laws of Onella.

Regardless of whether you come to live here amongst the trees, monsters, and other hardships, you are instilled with a similar sense of value and self-respect. No matter where you'll end up, you'll never fall into the trap of assuming tradition and custom are always right. You are in charge of your own life, no matter what pressures are put on you, and find it easy to adapt to or come up with new ways of thinking and living. It's a rough life out here in the pioneer towns, filled with many dangers, but you are well-suited to it.

Constable [100, free Great Woods]

The Guardians of An-Havva are the self-appointed protectors of the people living on the edge of the Great Wood, and one of the core forces that hold the frontier towns together. They do the best they can to ensure their people the best protection and guidance possible, without infringing on their rights or privacy. And it is their influence that keeps the towns talking and negotiating instead of breaking down into armed feuds.

As one of the guardians, you are one of the few people capable of stopping total anarchy from erupting any time a major crisis occurs. It means you need to have an excellent grasp of public speaking, organization, and frontier morality. But even amongst constables you're particularly good at it, quickly getting people to listen to you and follow directions no matter how fiercely independent they might be. A great boon, particularly considering the folk of An-Havva are often strong-spirited to the point of being stubborn and pig-headed.

Renewer of Nature [200, discount Great Woods]

During the apocalypse, the land itself died. The mana channels were run dry, and most creatures died as their life was drained by the mana-starved soil. Only the area that would become the Homelands survived thanks to the mana-gate opened below, while most of the planet was left desolate. Today, the Autumn Willow at the height of her power may have a chance at restarting the broken mana channels and bringing the planet back to life, but a spell that great would cost the lives of every creature on the planet, including herself.

You may not have the raw power to destroy everything and restore the natural mana of the world with one huge burst of energy, but what you do have is an aptitude for renewal on a smaller scale. Using your attunement to the primal order, you can feel out its corruption and cast "small" spells to restore that balance, restoring swathes of land to life. This way, you could expand outwards and slowly restore the ecosystem of the wastelands, or perhaps just focus your efforts on a single island to create a small but fertile retreat. It would take a very, very long time to restore all of Ulgrotha to life like this, but none would have to die.

Animal Handler [200, discount Great Woods]

The An-Havva area is home to a great many beasts and monsters. Some are magical and serve Autumn Willow, some are hunted down when they kill the people of the pioneer towns, and some are raised and bred in captivity. Trained mammoths pull heavy wagons and plows, horses are kept as transport, and even ferrets are trained albeit by less honest folk.

You've got somewhat of a gift for raising, breeding, and training animals or even monsters if you wanted to challenge yourself. Dealing with beasts of burden is child's play for you, and you scarcely need the harnesses normally used for mammoths. Training animals to follow your directions takes longer, but with time you can make the most mischievous of creatures follow verbal commands or basic hand signals. You might even be able to figure out a way to domesticate monsters like the giant root spiders, if you really applied yourself.

Life Finds A Way [400, discount Great Woods]

When the apocalypse turned most of Ulgrotha into lifeless wastes, the mana rift spared the great woods and allowed it to grow and flower further. When Feroz erected his Ban around the world, the buildup of mana gave rise to the Autumn Willow and allowed the forest to grow at an even more incredible rate. Whenever disaster or change strikes the Homelands, the Great Woods always seem to remain unscathed and even benefit from it.

Similarly, disruptions to the natural order, large-scale disasters, and sweeping changes just seem to spare and work out unreasonably well for you. A shield around the world might provide you with a massively potent well of mana, the rest of your tribes' leadership being whisked away to their deaths by a summing leaves you the sole rule of your race, and joining a group of pioneers wanting to get away from the cities would lead to your new people gaining the loving protection of a benevolent force of nature.

Ruler of the Woods [600, discount Great Woods]

You are a force of nature, an elemental incarnation of the forest's power and living avatar of nature itself. Being one with the woods and nature, the creatures that live amongst the trees are living extensions of your will and you can only be personally affected by spells that also affect the woods with which you share your life.

As the personified will of the woods, you have great powers beyond commanding the existing creatures and monsters of the woods like the native badgers, huge arachnids, and hungry mists. Using the mana of your forest, you can create creatures within the bounds of your forest like entire hosts of faeries to watch over the woods, spectral bears to serve as guardians, and human-like avatars to be extensions of your will. While those are the main aspects of your power, transforming people into lizards to punish transgressions, or the use of spells of healing and renewal are also well within your power at the moment.

However, your power waxes and wanes with the state of your forest and the flow of mana, growing more powerful if the forest is flush with life and weakening if the mana dries up. The opposite is also true to an extent. If you somehow increase the mana available to yourself and the forest, it would be able to grow more lush in response.

While here you draw your power from the Great Woods, either taking on the mantle of Autumn Willow herself or sharing the power and rule of the forest with her. In other jumps, you may select another forest to embody, whether that's one that already exists in those worlds or just one that you purchased to take with you.

Summoning Spells [400]

Spells of summoning and binding have shaped much of Ulgrotha's history. Many of the races got their start by being displaced to here, others were wiped out as they were torn away from their homes, and Feroz' Ban was raised specifically to shield the world from these abuses.

Few still remember the existence of these spells today, but the wizards of the floating isle were taught enough for them to learn and rediscover them for themselves. Whether you leaped ahead of these wizards' research or were taught by a passing planeswalker, you are quite skilled in the use of summoning spells and enslavement curses both.

Combining these together, you will be able to pull something or someone you are familiar with through the aether, and force them to fight by your side. While summoning simple things or creatures is pretty easy for you now, this gets more costly in terms of mana if you try to call greater beings, or ones you are less familiar with. Similarly, more powerful or more willful creatures may prove more of a challenge to control with binding magic. Of course, there's always the option of simply summoning creatures already loyal to you.

ITEMS:

The Song of All [100, free Aysen]

When the planeswalker Serra codified her religion, she did so in the form of a song to be expressed through her angels. The Song of All chronicles the beliefs, worldview, and wisdom of Serra, divided in exactly one thousand cantos of varying lengths. The whole song would take a choir of angels many days, perhaps over a week, to sing from start to finish.

What you have now is a complete version of the Song of All, in the form of a book containing all of Serra's teachings. A perfect tool for promoting peace and harmony. It also comes with a couple of extra props to go with it, white robes and little idols carved in her likeness.

Or if you'd prefer, you could instead get a different book with a Song of roughly equal length that instead contains all of your own beliefs, worldview, and wisdom. Just in case you wanted to codify your own religion in the form of an (angelic) song.

Aviary [200, discount Aysen]

A place of peace and tranquility, the aviary was built as a temple to Serra, a place for her to visit, and a shelter for the birds of Onella. Open to the sky and tended to by the young men and women of Onella, particularly the Serran Initiates. The building is inhabited by many of the common small birds, pigeons and crows of Onella, while mesa falcons and other wild birds from across the homelands will occasionally visit.

The building is beautiful, filled with greenery, trees, and a large central fountain. There are no cages here, and its open-aired construction makes it difficult to even notice you are in a building when you're inside. You will be put in charge of its operation now, and in the future it will come with you to other jumps along with all its resident birds, and the initiates working to care for them. Aside from providing a place of tranquil beauty for yourself, wild birds in other places will also quickly learn that this is a safe place and come to visit for an occasional bite to eat, to have their wounds tended, or even to build their nests in difficult years.

Gargoyles [400, discount Aysen]

Fearsome creatures with bodies similar to gryphons and dark stony hides. These gargoyles are complicated mana constructs instead of true beings, leaving them tireless and without the need to eat or drink. They have sharp claws, can fly despite their stony nature, and are tough enough to be immune to fire and sword-blows. They are also somewhat empathic, able to easily discern individuals suffering mental instability, guilt, anger or sadness.

Serra gifted a great number of these to the city of Onella long ago, to guard against orc and goblin raids. In times of peace, these same gargoyles also make for an excellent police force, ceaseless in their quest to seek out wrongdoing. You have been granted a similar number of them, enough to guard an entire city and its surroundings. And these gargoyles follow whatever orders you give them, so you could use them for other purposes too.

Paradise Island [600, discount Aysen]

Located across the ocean, out in the dead zone where the earth would normally sap the very life from people, is this place. A small island infused with an abundance of mana, making it a beautiful and fertile place despite its isolation and distance from the continent. Incidentally, this mana stream could also allow you to fuel some truly powerful spells.

But aside from the isle's natural beauty, you'll find a great villa built overlooking the deep blue of the sea. A luxurious and comfortable building fit for the home of a god, built from great blocks of granite and marble. Besides a great view, the villa comes with great standing columns, shallow reflecting pools, and a magnificent garden directly linked into the mana stream that fuels the island's lushness. There is even a small dock with a set of skiffs powered by spell batteries if you'd like to sail the waves and visit the mainland.

A particularly observant visitor might note that the plants and creatures of the island are largely not native to the homelands. Brought in from faraway worlds like the very stones of the villa itself, this is an eclectic collection of pets and creatures from a variety of planes, chosen for their beauty, friendliness, and how well they would live on the island.



Clockwork Gnomes [100, free Floating Isle]

One of the first pieces of artifice the First Master taught the wizards of the floating isle was the creation of these enchanted clockwork servants. Each of these gnomes is about a foot tall, including the pointed hat that is part of its body. Despite their size and the occasional need to be oiled, they make for excellent servants and assistants.

They can walk, talk, teach, and generally communicate with those who speak with them, but they don't have a lot of personality or manners to them. You've come to own a dozen of these small clockwork creatures, who will happily work on whatever tasks you give them. Optionally, they can resemble you or your companions in small metal form.

Giant Albatross [200, discount Floating Isle]

Far bigger than a horse, these birds are capable of flying and carrying a rider great distances across the open sea. Sailors tell stories of these huge albatrosses drifting in the skies above their ships, equipped with saddles for unknown riders. Recently, they've started moving from some place far across the sea to the shores and coastline of the Homelands.

These great birds were first created when Feroz altered normal albatrosses into riding steeds for himself, out of a love for both riding and flying. Now you too get to own some of these flying steeds, four giant seabirds in total. Perhaps a gift from Feroz? Regardless, each bird comes trained to accept a rider and complete with saddle, stirrups and harness.

Magical Laboratory [400, discount Floating Isle]

Set in a great wizard's tower of granite is this laboratory and workshop. Filled with ancient tomes on spell construction, a multitude of tools for the creation of clockwork artifice, and even some artifacts made to monitor the mana streams available to the world. With the resources found here, you could learn much of the multiverse and the nature of magic.

As a workshop it is only equaled by the First Master's own. While as a library it may not be as large as the collection of the wizards' school itself, the ancient books here hold insight and magic they could only dream of, penned by authors across the multiverse.

As a special consideration, the laboratory also comes with a variety of safety enchantments to keep you (and others let in here) safe, should anything go wrong while you are designing and testing a new spell or studying something hazardous like a frozen fire elemental.

Floating Island [600, discount Floating Isle]

Not literally floating, the island is simply called that because of the lack of shallows around the place. Ships can be brought within a few lengths of the "shore", and anchored safely, even when winter storms bring huge waves to pound against the cliffs of the island.

There is a small dwarven-build port on the island and set apart from the wooden port is the main structure that dominates the island's landscape, a huge castle-like school. Here you'll find everything you would need to start a second wizard's school of your own.

Its stone halls are filled with rooms that could easily serve as sanctums and laboratories for apprentice wizards. Perhaps more importantly, the library contains a number of magical texts on white and blue magic as well as clockwork artifice to start with. In addition to those, the library's collection is further expanded to include (relative) easy to understand texts detailing whatever magic you know and would like to teach. If you were so inclined, these would form a perfect basis to begin teaching your own apprentices how to wield magic. Or to leave them with just enough to figure it out for themselves with just the tomes held here.

Black Carriage [100, free Dark Barony]

A fair replica of the infamous black carriage, complete with the carnivorous steeds that pull it along the muddy roads. As befits Baron Sengir's favorite way to tour through the Sengirian countryside, the carriage itself is surprisingly comfortable as well as intimidating.

But it is the monstrous horses that are the true draw here, four black chargers who can pull the carriage at breakneck speeds. They sweat fire and blood, and when they gallop their horseshoes throw fiery sparks. The Baron usually rewards his own steeds by allowing them to consume the unfortunate villager chosen to drive the carriage, but you could feed your horses with other meats if terrified peasants are in shorter supply for you.

Sengir Bats [200, discount Dark Barony]

These winged bloodsuckers have become the seal and symbol of the Dark Barony over time, with many believing them to serve as the Baron's eyes. In truth, Sengir himself does not control or use them for any purpose. Nevertheless, they unnerve and frighten people. While you don't *own* any bats in particular yourself, great numbers of them will gather around you and your holdings if you wish. These vampiric creatures spread fear and terror as if they were truly extensions of yourself. People will see your face in every one of these bats, and quickly come to believe you are always watching through those beady eyes.

Despite these unnerving qualities, their presence may also be helpful. They feed mostly on insects, and so keep bug populations in check even in swampy locales.

Ring of the Shade [400, discount Dark Barony]

An old signet ring, cast in the style of the Serrans. Bound to it is the soul of a former paladin of Aysen, one of the greatest champions of the Serra faith. Powerful spells drawing on the magic of the swamps have been used to enslave this paladin's spirit as they died, turning them into a helpless spirit, a shade bound in thrall to whoever owned the ring.

The shade you now command will serve and follow whatever orders you give them, as a guardian and ally, friend and companion for all of the days to come. They appear like a huge giant with glowing red eyes entirely clad in gleaming, black armour that is the repainted suit of full plate they once wore as a paladin of Serra. Previously one of the greatest warriors of that order, they have become only more powerful as your ghostly servant and champion, retaining their skills and strength while shedding the weaknesses of a mortal form.

They also retain their sanity and noble spirit, their heart breaking each time they are ordered to perform some atrocity. But perhaps you will be a less cruel master than the Baron?



Castle Sengir [600, discount Dark Barony]

A massive, black castle looming over the broad valley below. A gothic citadel abandoned by its dwarven builders (who may or may not have been slaughtered to a man). From atop its balconies it grants an impressive view over the saltmarsh of the barony, and its gargantuan size and thick stone walls makes it almost entirely impervious to sieges.

Within its dark halls, this ill-gotten castle is decorated with tasteful, if bleak, decor fitting for a true Dominarian gentleman (or woman) of class. Large halls and bathing pools, luxury for hundreds, metal shutters over the window slots. Truly the perfect place to invite people for dinner, lulling them into a false sense of security with discussions of political theory only so they can be lured into... a stroll along the battlements while you talk philosophy.

Aside from a grand dining hall, the castle also contains many secret passages within its ancient hallways and stone corridors. Most notably a hidden stairwell leading from the throne room to a huge dwarven city deep beneath the ground. This beautiful, abandoned city is filled with dwarven-constructed artifacts and machines to generate air and light. Reopening the old mines the dwarves once worked down here could yield truly great wealth. Or you could simply use it as a place to house an army of bloodsuckers and other undead.

Chandler's Keys [100, free Koskun Mountains]

The ruling Wizard Savant of the Floating Isle has placed a large bounty on Chandler's head for stealing this ring of keys. The keys themselves are magical tools, used for altering and changing the mechanisms of clockwork creatures. With these, an enterprising thief could quite easily steal a wealth of artifact creatures from their museums and homes, assuming they could actually get into the Floating City without attracting notice.

And now, this keyring has found its way into your hands. Hopefully you'll use it responsibly, or at least grow rich off their use. Along with the actual keyring, this also comes with a utility belt of rope, picks and other thieves tools. None of it is actually magical or terribly unusual, but they would certainly help any thief who knows how to use them.

Anaba Bodyguards [200, discount Koskun Mountains]

Not all minotaurs are tribal, some do freelance work. Originally from a remote mountain tribe, some young minotaurs venture beyond their ancestral home. Unable to return, they usually end up submerging themselves in the vice and violence of Koskun's underground city.

Four of these minotaurs have entered into your service as personal guards, each with the brute physical strength of a pit-fighting champion. Their bodies are covered in battle scars rather than the traditional ceremonial tattoos of their former tribe, they wear leather armor, and they carry heavy iron crossbows. Minotaurs like these make up the core of Koskun Keep's security force, and there are few things they could not protect you from.

Dwarven Sea Clan [400, discount Koskun Mountains]

This ship was built during the time when the dwarves were at their height, a floating relic from before they lost the castle that would become Castle Sengir. Made of the strongest wooden beams and the best forged metal, it is a massive marvel of a ship, designed to protect the smaller trading ships from the dangerous creatures found in the sea.

The ship is crewed by a dwarven clan, a tight-knit family that has crewed this same ship for hundreds of years. As traders, explorers, and eternal wanderers, these sea dwarves have an unmatched knowledge of the wonders of astronomy, the sea, and the world they live in. The clan will sail wherever you direct them now, loyally following whatever course you set from them. Optionally, you could also take a place as captain and head of the ship and clan, or just remain a passenger aboard. Either way, these dwarves are wanderers by heart and blood, so the opportunity to sail other worlds will interest them greatly.

Koskun Keep [600, discount Koskun Mountains]

The Koskun mountains are riddled with tunnels and family caves, but one site has become the center of goblin civilization. Behind heavy wooden doors and thick stone, the largest and strongest families used to rule the tunnel warrens of Koskun Keep. But generations ago, an immortal human instead took the throne and named himself king of the goblins.

Now it's your turn to become goblin king, or at least the lord of your own keep. Regardless of whether you deposed Lord Eron and took Koskun Keep itself with all the murder and intrigue ruling that city implies, or if you just decided to expand another network of tunnels into a tributary or rival warren city, you've been put in charge of a sprawling subterranean keep with about two dozen expansive families swearing their allegiance to you.

By default the labyrinthine tunnels of your keep are inhabited primarily by goblins and a smaller mix of rogues from all races, but if you prefer you can fill them with whatever race you choose to be in the races section instead. Either way, the keep almost magnetically attracts criminally minded elements and outcasts from all over, so you can expect a wide variety of folks fleeing persecution to end up on your doorstep

Trained Ferrets [100, free Great Woods]

One of the trademarks of the thief Joven, these ferrets have years of training and are exceptionally wily and mischievous. This leaves them well-suited for tasks like climbing the sides of buildings or providing suitable distractions while their master escapes.

You've got a dozen of these furry friends now, each incredibly loyal to you. Combined with the fact that (being ferrets) they don't care about getting a share of the loot, this makes them practically perfect accomplices. And along with the ferrets themselves, you also get a small guidebook containing the training regimens used to teach them as well as the hand-signal code to control them, with basic signals for 'sit', 'beg', 'run', 'climb', and more.

An-Havva Inn [200, discount Great Woods]

Between the Border Gates of Aysen and the Dark Barony lies the An-Havva Inn, the finest eating and drinking establishment on the roads. Musical entertainment occurs nightly, while travellers whisper intrigues over candle-lit tables. Anyone is welcome here, as long as they behave themselves and pay in some form of recognizable coinage or barter. Even the Aysen goddess Serra used to visit from time to time, and the inn is located remarkably close to the most likely place for wandering planeswalkers to enter the plane.

With this purchase you'll be one of the owners of this wonderful place, with an upstairs apartment provided for you to live in. In subsequent jumps, you'll become the sole owner of the inn, though the establishment continues to run smoothly as a hub of story and song even without any interference. It also tends to find itself located in in-between places and close to borders, both the border gates of nations and of the very plane it is set on.

The Lady's Path [400, discount Great Woods]

Between the Koskun Mountains and the pioneer settlement of An-Havva is one path, one singular trade route opened up through the forest for Aysen, An-Havva, and Koskun alike. Where the road intersects a huge raging river, she had the faeries construct a large bridge, then set them to guard it against any invaders or warparties. This way the Lady and her faeries ensured that no side could send their invasion forces through the forest.

Now the authority over the River Bridge falls to you, along with the host of faeries guarding it. At a single command from you, the faeries and sprites will drive any invaders from the bridge into the rushing waters and to their deaths. In other worlds, the faeries will take over a trade route of similar import, so that all who wish to cross it require your permission.

As an aside, you might end up noticing six inch tall doppelgangers of your enemies amongst the ranks of the faeries. Making a joke of them, and unnerving your enemies.

Great Grove [600, discount Great Woods]

The Great Wood grew and flowered due to the influences of the mana rift, and later the Ban laid by Feroz to become incredibly lush and fertile. Adding on top of that is that the amount of creatures and monsters within the wood kept most of the other survivors of the Great War clear of the forest, so the place was mostly left unmolested by outsiders.

This particular section of the wood seems to have decided you are an exception to that though, as you are allowed to roam this great grove at your leisure. The bears, monstrous spiders, mammoths, and other monsters and animals of the forest won't bother you and will even follow your directions, within reason. You'll also be allowed to cut the lumber here, a privilege normally only granted to particularly favoured folks from An-Havva.

Moreover, this part of the woods is so thick with mana that the entire massive grove is made incredibly, magically healthy and fertile. Trees and plants here grow at a remarkable rate, to the point that you could grow a twelve foot pine tree in less than a year and the existing trees have become huge colossi. To say nothing of the wildlife. There also seems to be some sort of presence in the grove, as you can sometimes catch glimpses of a gossamer-clad beauty appearing in misty air to lead you away from danger or otherwise aid you.



Apocalypse Chime [600]

This is the device that ruined the world, the device that ended the Great War by destroying the very mana systems it was fought over. The effects of ringing it are monstrous, causing a magical backlash that engulfs the world. Permanently disrupting all mana channels and fueling a cataclysm of colorless fire with an entire world's worth of energy. Even those that manage to avoid the initial wave die soon after, the very soil draining their lifeforce.

The chime promises a cleansing, but no sane being could know the truth of it and still ring it. Creatures melt. Artifacts shatter. Planeswalkers wither to ash. The land dies. Green turns to stone, stone crumbles to dust. Across the entire plane, the sound of Apocalypse rings loud. Nothing that needs mana can survive the colorless fire that chars the globe.

Luckily, the cloth-wrapped chime also comes with a large stone sarcophagus, which seals shut and protects its occupant from the magical backlash of the chime. This version of the magical coffin also has a simple quick-release, so you can easily get out afterwards.



LANDS:

Basic Lands [100/300]

Though relatively small in size, the Homelands are rich in mana. That fact is a necessity to the very existence of this oasis of life, as it takes a particularly rich concentration of mana to bring life to the land despite the devastation of the Chime. Let alone such a paradise of health and vitality. It would be a shame if you lost access to these powerful mana streams, so you can purchase some of these mana-rich environments to own and take along.

Plains, Islands, Swamps, Mountains, and Forests are all available for your enjoyment and use for either 100cp a piece or 300 for a set of five. In a world where the mana is good everywhere, you have ample choice.

COMPANIONS:

Import Companions [100/300]

For 100cp each, you may import one of your existing companions or create a new one, granting them an origin and a budget of 600cp to spend in the previous sections. If you'd like to bring in or create more companions, you could instead spend 300cp for a full set of eight companions, each with their own 600cp budget to spend on the above options.

Canon Companions [100]

Alternatively, the Homelands is home to a few prominent figures you might be interested in. Every 100cp spent here grants the opportunity to choose one existing character to take as a new companion, providing a guaranteed favourable first impression when you meet them. This can be any character who is both still alive (or undead) and within the Homelands, including any planeswalkers who are visiting or have settled down here.



DRAWBACKS:

Timeline Choice [+0]

By default, you start in the current year. 20 years since Serra left. But this is only the latest point in the Homelands' timeline, as its story spans thirty generations. Perhaps you would like to visit at another point in time instead? Perhaps when Serra first arrived to guide the people who would form Aysen, or when Sengir or Feroz arrived? This toggle allows you to start at any point after the ringing of the Apocalypse Chime.

You may choose to leave after ten years here, or ten years after the normal end date.

Feroz's Pacifism [+100]

You have become very, very much opposed to the idea of killing anything. You'll refuse to summon people who could be harmed, try to minimize harm whenever you can, and stay your hand even when you have to fight in self-defense. Including in situations like when you are attacked by a giant monstrous spider that is trying to eat you at the moment.

When given absolutely no choice, you *can* kill something to directly save others, but this will be devastating psychologically and leave you near inconsolable for years afterwards.

Serra's Running [+100]

For all her immense power and wisdom, Serra is remarkably bad at dealing with it when things go wrong. When her private plane began to get corrupted, she fled to the Homelands. When her husband Feroz died, she fled the plane again in grief. When she was then attacked by another planeswalker, she simply gave up and allowed herself to die.

While you won't have to die in such dramatic fashion, you're just as bad at actually dealing with your problems. Whenever something goes wrong, your first instinct would be to run away and avoid thinking or doing anything about it entirely.

Black and White [+100]

The Serrans have a tendency towards an all-or-nothing view on morality. Believing that good and evil are absolute, and that those who are of Aysen are (of course) good, while just about everything and everybody else is evil, or at least on the way to being evil. Even within Aysen itself, the Samites and Death Speakers are viewed with suspicion.

While you may not entirely agree with them, depending on which origin you chose, you certainly have a similar black and white view of morality. You are good (presumably, unless you knowingly pursue evil), as are people who think like you do. Everyone else is evil, or on their way to becoming evil. Needless to say, this somewhat complicates diplomacy.

Hated Enemy [+200]

Aysen is united in their hatred of Baron Sengir and the traitor paladin Ihsan. The thieves Chandler and Joven have bounties on their heads both in Koskun and on the Floating Isle. Eron the Relentless has lived through twenty-seven different assassinations after becoming king of the goblins, and his subjects are killed on sight if they attempt to enter Aysen.

You too are hated by one of the five factions of the Homelands, with a large bounty on your head and the promise of a painful death should you be caught in their borders. Depending on the faction, you can expect appropriate hunters to come after you as well. The occasional paladin assigned to slay you if you earned the ire of Aysen, for example.

Summoning Spells [+200]

Your friends, allies, and family keep being summoned away from the plane at inconvenient times, vanishing into thin air and being made to fight for callous planeswalkers regardless of whether Feroz's Ban is still active or whether they've previously been scouted out.

Sometimes they return from these summons with tales of planeswalkers dueling across the multiverse, and sometimes they don't return at all. Heaven forbid you would have to fight a planeswalker yourself, or they'll enslave your own allies and family to fight against you.

Irini's Madness [+200]

Sengir's "daughter" Irini has experienced an unusual reaction to being turned into a vampire. Her heart has become dark, she takes pleasure in the pain of others, and loves corrupting that which is pure. But Irini's dwarven nature, combined with vampiric undeath, created a sort of comical madness that had her speaking only in dwarven riddling verse.

Regardless of whether you're both a dwarf and a vampire, you've been struck with the same kind of madness she has been. You harbor childishly sadistic desires, like the desire to have a petting zoo of enslaved minotaurs, and can only speak in riddling verse.

Not Told Everything [+300]

Your master told you that stepping into this sarcophagus and closing the lid would protect you from anything going on outside. That was the truth, but he did not tell you everything. Specifically, he neglected to tell you how to open the coffin from the inside.

You've spent centuries trapped in this coffin, awake and aware, losing your mind and your memories, while your body withered with age. Someone will release you as the jump starts, but you scarcely remember who you used to be. Your long isolation has twisted your spirit with insanity and broken your body, despite retaining most of your magical might.

Jumper's Shade [+300]

Like the former paladin Ihsan, you've been killed in a terrible way. Drained of your lifeblood while a powerful spell of black mana was cast. You have been made a ghost rather than a vampire, a impotent, helpless spirit, a puppet shade under Baron Sengir's full control rather than a being that could fight back and eventually usurp its maker.

Your soul has been bound to a ring, and so you will forever be the thrall of whomever owns the ring, forced to obey their every order. A ring which is placed upon Baron Sengir's hand, allowing the vampire lord to command you however he wishes. I am sure you will prove to be one of his most treasured and useful possessions for your time here.

Wrath of the One Made of Five [+300]

Somehow you've managed to anger a powerful planeswalker. Perhaps you accidentally flirted with a woman they held an unrequited love for? Or perhaps it was any number of other reasons that set them off. The cause matters less than the result, which is a mighty and angry planeswalker coming to "teach" you some "discipline". Running will not save you, for they can follow you anywhere, to any world. And while this may not be Taysir himself, your self-declared opponent will be just as dangerous as him, an equal to the most powerful planeswalker of this era. There *is* one silver lining to this, as the planeswalker does not intend to simply kill you out of hand. After a suitably beating, they may contend themselves simply banishing you to a cold world on the furthest reaches of the multiverse.

ENDING:

After ten years spent in the Homelands (or longer with the appropriate drawback for it), all your drawbacks are revoked and you have one more choice to make.

Stay: If you've grown fond of this world, you could retire here in relative peace.

Continue: Or you can move on to the next jump with everything you got here.

Go Home: Or end it all and return to your original world with all you gained.

NOTES:

Post-jump the drawbacks of the Vampire perk are revoked for you and your companions. This does not apply to any further vampires you turn.

Made by Mardukth.