

IXALAN

Ixalan. A world with a past that runs deeper than most could gather - and in a land of ancient mountains, lost cities, and deep magic, that is a feat in itself. A vast plane covered in uncharted jungles and mysterious ruins, Ixalan is a land that seems almost made for conquest and adventure. Long ago, a great and mighty wizard from beyond this world created an artifact to trap an insidious foe. This artifact still sits in the golden city of Orazca, and its protection was once entrusted to the people of Ixalan - who lost their reason to greed, forcing that wizard to spirit the treasure from their grasp and seal it within the lost city. However, not all forgot the glory they once had - the saint Elenda took on the curse of vampirism, and her followers followed suit, in search of that grand treasure. Becoming a fervent host of religious militant vampires known as the Dusk Legion, the continent of Torrezon was united under their heel - creating the freedom fighting buccaneer fleet known as the Brazen Coalition from those who resented their power and fled their conquest. Now, the conflict has been brought to the land of Ixalan proper, with the four major factions entering open conflict in search of the Immortal Sun and the power it holds - all the while, an ancient evil awaits their golden opportunity. In this world of vampires, dinosaurs, merfolk and mayhem, take

+1000 CP

And prepare yourself. For even if you don't seek adventure, adventure will surely find you one way or another.

Perks are discounted by half for their associated origin, and perks discounted beneath 100 are free. "Innate" perks cannot be taken with other "Innate" perks

Drop in

You awaken with no memory of how you arrived, on a lonely sandbar off the coast of the Ixalan mainland, easily able to reach a pretty lively area with some effort. You're not a known factor in the world, and thus you have some advantages not afforded to those who are rooted to this land and its traditions.

Trove Tracker (100): You possess an almost preternatural ability to navigate and explore ancient structures, capable of seeing the patterns in their traps and hallways even if you had never visited that civilization's idea of a forbidden lair. In a land of lost cities teeming with traps, that's an invaluable skill.

Curious Obsession (100): You are insatiable in your ability to stumble across and follow the leads to unique finds, be they knowledge or treasure, and finding the answer to some mystery is always in your grasp. If you follow these hunches to their end, you'll rarely be disappointed. However, curiosity half-sated is a lethal habit...

Boneyard Parley (200): As Admiral Brass put it: "Any ship that sails on these mean seas for long is bound to pick up a ghost or two." This is an old and dangerous world, and many people who leave this world tend to do it kicking and screaming - especially on the ocean. As such, their spectral remnants are a common sight on the waves and in the oldest of places in Ixalan. You can easily see and speak with them, learn the dangers and history of a place, and if you are charismatic enough, you can even press them into your service with a bit of convincing.

Travelling Shipwright (200): Somehow, being lost at sea has given you a bit more an appreciation for ways to not be lost at all. You are a fair hand at the creation of tools for exploring - compasses, spyglasses, cartography...you're even a talented shipwright. In addition, the tools to explore such as machetes and "dowsing daggers" - knives that can detect sources of water - are also easily created by your careful hand.

Cunning Castaway (400): It seems your unfamiliarity with the world allows you to shape the preconceptions with others - you have a form of magic that relies on the creation of complex and autonomous illusions...and by honing it, eventually you can use your expertise to plunder thoughts and secrets from the minds of your enemies - those stronger in mind and cunning can resist this, but those who are confident and arrogant can easily drop their guard and become vulnerable.

Form of the Dinosaur(400): There is a curious phenomena in Ixalan, where the favored form of the entities from beyond the physical plane appear to favor the forms of dinosaurs when they incarnate. This quirk of the land is now something extended to you, as your body seems to have picked up an adaptation: by devouring the heart of and sucking the marrow from a dinosaur's bones, you gain the ability to transform into that dinosaur. You are capable of using this transformation as a partial one, and even mixing and matching the features of various different dinosaurs as you extend your repertoire.

Grim Captain's Call (600): There is a whispered fear in the land. A figure who steals the souls of pirates and makes them his crew. The Grim Captain, this land's Davy Jones. It appears you may either be that Captain or one of their disciples, as a dark magic that allows you to resurrect the dead as skeletal and zombified undead now comes frighteningly naturally to you - even working on the bones of dinosaurs, or the ichor that forms from their bodies deep underground.

Secrets of the Golden City (600): The secrets of Orazca sing to you. Though it's basic at first, the knowledge to create the venerable defenses and great magical constructs that survive for untold eras - from traps that reset to autonomous golden guardians - have been given to you. While you require materials and other knowledge in order to match the majesty of the Santum of the Sun - such as other magical arts or scientific knowledge - this alone would allow you to make rather fearsome sanctums out of any adventure story as well as the treasures held within. If you were to know the true depths of Sparks, one could even replicate the creation of the Immortal Sun...

Sun Empire

The Sun Empire is a powerful civilization that dominates the eastern coast of Ixalan. The empire's fierce warriors are supported by priests who wield the power of the sun and command the mighty dinosaurs that inhabit the continent. A new ruler has brought the empire into an era of expansion, seeking to reclaim the lands in the continent's interior that it once held. At the same time, a foreign incursion into those same lands sparks a search for the artifact known as the Immortal Sun, which the people of the empire view as a potent symbol of their identity.

Knight of the Stampede(100): The people of the Sun Empire pride themselves on working alongside the most primal and majestic of beasts known as the Dinosaur, and as such any Sun Empire warrior worth their salt is trained extensively in how to best synergize their strengths with their mounted dinosaur partners - using the raw strength and speed gained by riding the dinosaur to supplement their skilled strikes

Otopec Huntmaster (100): Not all warriors utilize a large saurian mount in their attacks. You are specialized in another path, learning how to train and coordinate a pack of animals to fight alongside you, utilizing flanking and pack tactics in your techniques and even allowing you limited communication and strategic action with otherwise dumb beasts using a series of clicks and whistles.

Ixalli's Keeper (200): Fostering the growth of the creatures of the land is considered a righteous action in the Sun Empire, and you are among those who can - you have learnt how to use mana drawn from the land to spur on growth in creatures and enhance their physical capabilities to beyond what would be considered their potential. This is moderately effective on sapient beings and domesticated creatures, but where this shines is in undomesticated "Wild" beasts such as the dinosaurs of the jungles - the same amount of mana causing much greater growth with them.

Commune with Dinosaurs (200): The bond between the people of the Sun Empire and the creatures of Ixalan goes beyond words and acts of domestication. By utilizing magic drawn from the world around, you are capable of calling upon the assistance of the creatures around you - capable of an empathic link with wild, undomesticated creatures and a limited form of emotional communication. While you can't necessarily convince every beast to act with you, you now are capable of at least requesting assistance.

Tilonalli's Summoner (400): The veneration of the Threefold Sun extends to the magical arts of the Empire, and thus the manipulation of sunlight and flame is a key part of much of the higher level magic of its people. You are now trained in the creation and commanding of Sunfire elementals from "red" mana gained from mountainous and rocky terrain, firey elemental spirits born from the heat and light of the sun.

Kinjalli's Caller (400): The Sun Empire has always opposed the forces of the night, so their mastery of sunlight itself has allowed them to use it as a flexible tool - capable of using the light of a sun as a magical forcefield - allowing for binding, shielding, and striking with both shields and lashes of solid sunlight.

Priest of the Threefold Sun (600): A true paragon of the Sun Empire, you are able to use astronomical amounts of mana to call upon “Avatars”, beings of primal forces such as the Tides, Hunger, or the cycle of Death, and give them a physical form with both the physical and potentially magical might to match their titles - the power they hold often enough to easily crash through this land’s cities and reap through their fleets with the force of a natural disaster - though be wary, you have very little control over what they decide to do when created - once you unleash the manifestation of destruction onto a land, it is foolish behavior to expect it to simply dance to your tune without any other plans to command their obedience.

Nest Tender(600): A true instrument of life and growth...you are capable of coalescing mana into stone to create mystical eggs for powerful creatures, the forms of which are mysteries to you - but for some reason, creatures of magical origin in this world tend to manifest as large powerful dinosaurs, and the creatures of the eggs are no different. The use of other forms of magic or energy to nurture these eggs may change what kinds of creatures they create, but you are capable of having them feed on ambient mana within the land to enhance the strength of the creatures within. Creatures emerge from the eggs fully formed, ready to battle or protect at your leisure.

Dusk Legion

The Legion of Dusk is a theocracy dominated by an aristocratic class made up of vampires. They are faster and stronger than most humans, and gifted with supernatural abilities that made them the most formidable force in their homeland. Now, as they push into the depths of Ixalan in search of the Immortal Sun, they bring this strength to bear against all who would resist their advance. While many are motivated by a true faith and desire to “civilize” a world they consider savage and unclean, many more are simply rapacious conquerors hungry for glory and blood.

Moment of Craving (Free and Required for Dusk Legion, 200 for other origins): The blessing of the Dusk Rose, you are a Vampire. Humanoids with pale complexions and pointed ears, they are capable of seeing in the darkness, resisting disease and dark magic’s bite, as well as capable of draining the life out of others in order to maintain their own youth and restore their vitality. Their nature gives them enhanced effectiveness at the blood magic and shadow magic often used by the Dusk Legion’s priests.

Moment of Triumph (100): The knights of the Dusk Legion are well trained in chivalry and warfare, often talented at riding horses into battle as well as trained in the use of arms and armor befitting a knight. You are no different, and could easily be made a captain of a vanguard for your talent in these skills.

Queen's Commission (200): It is not an easy thing to convince those who are comfortable on the mainland to ride into a foreign and savage frontier, even with the promise of gold and glory. Disease, dinosaurs, and deep jungle do not promise ease and luxury for those who make the march forward. Regardless, you have a sense of leadership and bravado that is somehow capable of easing these worries, drawing in bold pioneers to actively charge into hostile lands - and they're well to trust your judgement, as you in addition are much more competent at clearing out areas of untamed wilderness to create settlements, as well as defending them.

Blood Fast (200): A true follower of the old ways, you are able to 'suppress' consuming urges such as the desire to eat, drink blood, or drink water until a time which it's most convenient. However while dropping the suppressed compulsion will not immediately kill you, it will catch up with you quickly as it doesn't remove the necessity to live - just its ability to impede your functioning until it actually is impossible for you to continue at all. Your faith and determination have also taught you "Exultation", the art of transforming your legs into a shadowy wisp, allowing for you to fly as fast as you can run.

Glorifier (400): The teachings of the Dusk Legion's faiths venerate the blood and its sacred nature, as well as the cycle of life and death - to believe there is no gain without loss, but also no loss without gain. Their magic epitomizes this, and this magic is now your own: By utilizing fresh blood from any source near you, you are capable of transmuting it into magical effects directly, capable of directly mending injuries and giving an unnatural zeal in your allies, or even directly improving their combat prowess and physical capabilities further. Those who know death, must know life.

Condemner (400): Those who know life must know death, and those who know light must know shadow. You are now one of the Legion's dark magi, a Condemner, capable of utilizing dark magics that summon and bind beings of necrotic shadow known as Shades to your service - your knowledge of the darkness allows you to directly sap mana from the land and from mages, and in a pinch cause exsanguination via the tear ducts of your foes with dark mana drawn from places of rot and decay, such as a swamp.

Rite of Redemption (600): The most sacred of rites held by the Dusk Legion, this is the Anointing of a new vampire. This rite allows for the creation of the Dusk Legion's breed of vampires, a secret learnt directly from a villainous god of Ixalan. Notably, they are not affected by the light of the sun beyond it weakening the power of the dark magic often utilized by the Legion and suppressing the speed and strength of their bloodthirst - what's more, Vampires created this way feel a surge of loyalty and gratitude towards you once the rite is completed, as if they had been sanctified or blessed.

Venerable of the Dusk(600): A little known fact is that those who are considered truly holy, Saints and Deacons of the faith of the Dusk, are so infused with blood and light magic that their very body parts are capable of miraculous feats. You are, in that sense, a saint: you are able to share out portions of your magical and physical strength by venerating and blessing pieces of yourself or items deeply significant to you. Preserved and anointed teeth, bones, blood and fingernails all hold potential power, and items such as your oldest clothes or weapons that have seen a hundred battles all are valid sacrifices to make, to create empowering relics.

Brazen Coalition

The Brazen Coalition was formed by sailors who fled across the sea, escaping the final advance of the Legion of Dusk against the Free Cities of Torrezon. These mariners originally sought to establish colonies on Ixalan and trade with the cities of the Sun Empire. But when the Sun Empire drove them off, they turned instead to piracy and plunder. The Brazen Coalition has since become a loosely affiliated group of pirate captains who seek to rule the seas and claim the riches of Ixalan...especially the Immortal Sun.

Swashbuckling (100): You are astoundingly fast and agile, able to climb the rigging of a ship with ease and weave in and out of a boarding action with aplomb - and you're not too bad with a cutlass, either, capable of fighting off Dusk Legionnaires on your lonesome and pushing them back!

Pirate's Prize (Free, Innate): The Brazen Coalition is known for being a ragtag group, and is known to include Goblins, Orcs, and even Sirens in their ranks alongside the more usual humans. You can now choose to be one of the aforementioned - Goblins being small and quick, Orcs possessing great strength and toughness, and sirens having both enchanting songs as well as flight capabilities.

Pitiless Plunderer (200): You hate to waste good loot. You know just how to get out of a situation, even a bad one, with as much treasure as possible - though the maximum amount of any given situation often involves either burning bridges with your crew, risking life and limb to nab the very last bit of loot, or even simply leaving your crewmates to rot. To be a bit less dramatic, you're also rather keen in your ability to do a risk and reward summation on what is worth taking or leaving behind in a tense situation.

Makeshift Munitions (200): The life of a pirate is one that often brings forth deprivation and measure. Might as well learn to make the most of it - you're talented at finding jury rigged solutions to much of the issues that could plague a pirate ship. Need cannonballs? Grease up the cannon and some statue heads will do. Low on food? Boil some boots, or attract seafaring birds. They'll never quite be as good as the real thing, but any port in a storm.

Captivating Crew (400): The sway of your movements and the sound of your voice are something else. The life of a buccaneer is a romantic and exciting one, promising adventure, camaraderie, and pleasures aplenty - and you know just how to communicate that, with a force of personality and outright alluring manner, useful for recruiting and keeping your crewmates around when things are hard. As a bonus, if you weren't that good at a performance before, you could easily pass as the ship's musician with your dancing and singing abilities.

Repeating Barrage (400): The pirates of the Coalition are often low on the blood magic and sunlight that the other factions can call upon, but you and the Coalition can use what you have to keen effect: Bullets, bombs, and bodies. You are capable of utilizing cannonfire and gunfire in concert to full effect, able to optimize your movements and reloading to get as many shots out as possible - even to the point where you can output enough weight of fire to even cause minor damage to the otherwise bulletproof and titanic creatures that may bar your path to the Immortal Sun.

Mass Mutiny (600): The basis of the Brazen Coalition is that no man is cattle, and all desire a life of freedom. All that unites the squabbling pirates is a burning rebellion. You know how to light a fire of rebellion in any organization, stirring resentment, distrust, and independence till it not only becomes intense but actually spreads on its own accord, breaking camaraderie and esprit de corps till all that remains is scattered loyalists and organized separatist groups. Ripe for plunder and recruitment

Admiral's Order (600): It takes someone special to organize a band defined by their rebellious, stubborn and individual nature. But it's in your grasp. You have the sheer weight of personality and ironclad confidence in your cause and in your judgement that you can project easily, knowing how to let that iron will shape up those around you and follow your lead - a powerful charisma that even extends to your enemies, making it a simple matter for a captured or defeated foe to be brought into your fold.

River Heralds

The River Heralds are a collection of small, nomadic bands of merfolk who were the dominant inhabitants of Ixalan before the rise of the Sun Empire. They live in harmony with the land, and their shamans wield powerful nature magic to control the elements of wind and water. They believe that the power of the Immortal Sun is too dangerous for anyone to wield—including themselves. And so they seek to protect the golden city of Orazca and steer all intruders away from it.

River Heralds' Boon (Free, innate, Required, and Restricted): You are one of the merfolk—a race of amphibious humanoids at home throughout the oceans, rivers, and rain forests of Ixalan. You're capable of breathing air or filtering oxygen from water, and can easily navigate the lands and jungles with equal skill.

Jadelight Ranger (100): The River Heralds are one of the most venerable of the civilizations, and as a consequence of this and their natural lifestyle, are the most capable of safely navigating both the waters and the jungles of Ixalan without danger and detection. Your skills make an extremely talented pathfinder.

Vineshaper Mystic (200): The River Heralds are in tune with the flora and the earth of Ixalan, as the Sun Empire are in tune with the beasts, and as such a basic expression of this innate ability, you can utilize the mana of the world around to manipulate plantlife around you, bending it to your will and reinforcing it to do some true damage to your foes.

Mistcaller (200): A common yet useful magical talent of the merfolk, you are capable of manipulating water both to create jets and geysers as well as to form a shrouding vapor mist, making it difficult to track you or fight you for most combatants.

Wind Strider (400): Currents are currents, sea or sky. you're able to whip up the wind to carry you through the sky, and sending out buffeting gales and walls of winds.

Jadecraft Artisan (400): You are able to create the jade artifacts and weaponry that the River Heralds favor, granting your magic additional power, becoming much stronger and defending against both physical and magical effects - though Jade is most effective when surrounded by true natural landscapes, the more primal the more effective the Jade's blessing.

Waker of the Wilds (600): By infusing a heavy amount of magic into the natural landscape around you, you can awaken elemental guardians that will follow your will, though they are disinclined and will refuse to act if their actions would directly destroy the very nature they arise from - in any other sense, they are mighty and enduring guardians, towering over many of the foes in this world with sheer majesty.

Shapers of Nature (600): "Shapers adapt nature to fit their needs and then return it to the way it was, leaving no trace of their passing." You have this advanced and powerful terraforming ability, capable of not only shifting the landscape, stirring on growth, and shifting both tide, earth, and wood to your wills - but also the precision to return it to its natural state after you have accomplished your goals with it.

Items

Drop In

Traveler's Amulet (100): A strange amulet found by an explorer and given to you from their fallen body, this amulet acts as a "skeleton key" for magical maps and traps, allowing you to fully present yourself as belonging and giving access...though it's no good against actual locks requiring mechanical use.

Treasure Map (100): A marked map that leads to a location in this world that holds a boggling amount of treasure - enough to easily retire in luxury. The map's locale may be remote, but you have the advantage of a map now.

Sleek Schooner (200): A flexible and fast nautical ship, it's size makes it capable of navigating the Great Rivers of Ixalan as well as a maneuverable vessel on the open sea...though small and relatively easily dispatched by the floating fortresses that the Dusk Legion pass as Galleons.

Fountain of Ichor (200): A fountain that when placed, is extremely efficient at discovering sources of liquid fuel, or even generating the fuel from biological substances beneath the earth. This fuel acts as crude oil, being flammable, and having the necromantic essence of the corpses or biological matter used in its creation

Endless Atlas (400): An enchanted atlas that when opened, shows magical projections, accurate to the landscape you're "looking up" with it - it updates with new pages and effects as you enter new lands, making it highly valuable for travellers. The Atlas itself has been made difficult to tear, and will regenerate torn pages - though the pages are sadly inert once they've been torn from the atlas.

Lost Vale (400): Deep in Ixalan, there are places that have been untouched by thinking minds. This is one of them, this valley is pristine in its natural beauty and filled with both flora and fauna that are good for sustenance, as well as a clean wellspring of water. This uniquely isolated natural land is difficult to find both by mundane and magical means, the mists of the vale scattering and diffusing magical scrying. Finally, the primal and untouched nature of this land allows you to tap mana comparable to at a sizable amount of land, as if you had an entire duchy's worth of land to access in terms of mana production.

Gold-Forge Garrison (600): A strange foundry from the time of Orazca's construction, it has the facilities to use molten gold as a reagent to create powerful combat golems that serve their creator's commands. While not necessarily made to be a defensible location, the sheer existence of the golems in both their numbers and strength - enough to easily slay most intruders where they stand, other than the most fierce of dinosaurs...and with enough of the towering golems, even that is a simple matter. In addition, the forge of this Garrison grants twice the amount of mana that could normally be tapped into by this world's mages.

Sanctum of the Sun (600): A chamber fit for a palace, this sanctuary is very similar to the one at the deepest parts of the city of Orazca. Some of Azor's tools are replicated in this, perhaps it was a redundant workshop? In any case, if one were to work with the facilities here, they could use the amplifying artifacts here in combination with magical amplifiers, and broadcast an artifact's effect to take root across the entire world (a planet at most)...though the artifact itself has to be rather powerful for this to be noticable, as even with amplifying abilities of the artifacts here, the power dilutes across a wide enough area. One could replicate the act of turning Ixalan into an entrapping plane, if one had an artifact comparable to the Immortal Sun. In addition, one could "reverse" the Sanctum's might and tap into a monstrous amount of mana, drawing a small amount from across many locations in the world...though doing so directly into yourself could cause the sheer power to overwhelm a weaker mage's body and soul.

Sun Empire

Strider Harness (100): A harness designed for the dinosaurs of this land, it is enchanted to be capable of fitting any wild beast, and if placed on such a beast, allows the rider to stay atop the creature even in the roughest of riding.

Cherished Hatchling (100): A small dinosaur hatchling, it has become imprinted on you and sees you as its parent. It is your choice of either a baby Thunder Lizard, Horned Beast, or Tyrant King - the grandest of leaf-eaters, the most brutal of herd leaders, or the king of carnage in the dinosaur world. The Hatchling is already promised to become a particularly strong example of its kind, if raised well and trained.

Pillars of Origin (200): A strange pillar etched with various diagrams of both the dinosaurs of Ixalan as well as its people, reading and interpreting these inscriptions will give you greater insight into the behaviors and the features of all of these creatures - both in how to best use your magic in manipulating and empowering them, and if you were to be powerful enough of a mage, even capable of creating "summoned" mana constructs based on them and their talents.

Talisman of Conviction (200): A small metal talisman engraved with a figure of the threefold sun, this talisman can have your blood spilled onto it to create a powerful charge of mana associated with the light of the sun - providing a strong enough mana to conjure up some flame elementals or enhance your own combat prowess quite a bit, resembling your choice of mana drawn from the rocky mountains or the mana drawn from sunflecked plains.

Orazca Relic (400): A crystalline skull derived from a dinosaur that lived during the era of Orazca's founding, its bones still hold secrets and power. You could derive a noticable amount of mana by drawing from its power, though it would need to bask in the sun for some time to regenerate that energy...but a truly wise magus could study the bones themselves, seeing reflections of the magic and artifice during the Golden City's construction and gaining further insight into the law mage Azor's workings of miracles during that time.

Bonded Beast (400): A megaraptor (A horse sized dinosaur with deadly sharp claws that can rip into scaly hide easily) or a spineback (a thagomizer-wielding creature with thick hide) that is magically bonded to you, it is oddly easy to channel your energy into it and cast spells that modify it - it can also be transformed into pure magic energy for safekeeping.

Finally, any magical enhancements performed on one of you will be mirrored on the other: though spells targetting both of you at once will still have their normal effect, if one of you were to be healed for example, the other would heal a similar amount. The same works for spells which increase your physical might or speed, or similarly enhancing magic.

Cave of Eternity (600): A mysterious cave, said to be where the leylines of life converge, and where the transmigration of souls is at its most potent. Those who are diseased, wounded, of old age, or otherwise unhealthy and closer to death are the only ones capable of entering the cavern. Those who do, however, will find themselves a miraculous transformation - the old, sick, maimed, and wounded will be given a new body, transformed into a young and healthy form. However, those who use this more than once will be attacked by the reanimated bodies of those who had come before - potentially even their own body reanimated - and those killed by the revived forms will remain dead. You know the place where this cavern awaits, and you are gifted a stone from the Cave of Eternity as well as some bones...Placing these in any cavern will transform it into a new Cave of Eternity, though the nature of the Cave will still reject those who do not live on the edge of life. For those already undead, their new body will be living, and their former form rejected - a way to "cure" the vampires of Ixalan if one were to be dragged to this place. In addition, the land is suffused heavily with mana, and is extremely valuable in providing mana for many kinds of magecraft in this world.

Cradle of the Sun (600): A paradisaical valley filled with dinosaurs surrounding a central elder tree, this place is a treasured place for the shamans and druids of this land, as its very essence is infused with powerful amounts of invigorating and life-encouraging mana that allows for great fertility and growth - the same associated with forests. In fact, one could perform a rite at the elder tree to draw mana from the creatures within this valley, the mana coalescing and becoming tangible within the elder tree - creating many times that more magical power concentrated within it, waiting to be tapped into.

Dusk Legion

Hierophant's Chalice (100): A silver goblet, this cup is often used in ceremonies by the priests of the Dusk Legion - importantly, blood kept in this goblet never stagnates and is instantly sanctified, allowing it to easily be used for any rites such as healing, empowerment, or for the sacraments of making a new Vampire.

Vanquisher's Banner (100): A flag bearing your faction's symbol (or a standard and customized jolly roger design for Drop In), the flag is magically enchanted to cause allies around you to act in concert, allowing for an unconscious and natural cooperation and the maximizing of teamwork, making you and your forces much more fearsome as a group.

Squire's Devotion (200): A group of about 20 vampiric squires, they have training similar to "Moment of Triumph" and are bound by a blood pact to serve you - capable of being resurrected from even their ashes by spilling fresh blood onto them due to this blood pact.

Revel in Riches (200): A large amount of golden coins, the currency of Torrezon, enough to easily buy a handful of ships and outfit your own expedition of conquistadors. While the wealth is mostly earmarked for the purposes of getting together supplies and hiring sailors for the endeavor of taking Ixalan, you could easily part away with a small fortune from this and have it not be noticed.

Conqueror's Foothold (400): A stonework fortress off the coast of Ixalan, this settlement is barricaded and set up on a trade route back to Torrezon - you could make a fortune taxing the route, and if you were in need of any of the goods being funnelled back, your status as the commander and governor could easily let you get away with a bit of civil forfeiture. In addition, the land of this foothold is charged with a useful amount of magical energy, allowing it to be tapped into by a clever mage.

Conqueror's Galleon (400): This is too big to be called a ship. It's more like a fortress with a sail on it. This Galleon may not be able to ride the Great Rivers easily, but on the open ocean, it is a force to be reckoned with - it has more guns along a single broadside than the majority of the Coalition's has on two of their normal ships, and the raw hull integrity to match, using necrotic deadwood in its construction that matches stone in its density and durability. This ship and the crew and supplies needed to make it run are yours to command.

Tomb of a Rose (600): A stone coffin with a sacred prize within: The preserved body of a saint of the Dusk Legion. Their body works off the principles of "Venerable of the Dusk", and in life they had the unique and mighty power to gain magical and physical strength from death occurring around them until the sun set or dawned next - a power their relics imbue into whoever holds them.

And with a preserved body...that's quite a few relics to make, though one may notice that this is not exactly the Dusk Rose herself, but a very convincing "fake" - perhaps a cunning priest's daughter, or a body double for the venerable saint. The very land is charged with dark mana, useful for a necromancer.

Temple of Aclazotz (600): The temple of the Bat God of Ixalan, a predatory and cannibalistic god of the night...and the source of the secrets of the Dusk Legion. This temple has, inscribed in its walls, the various secrets of Aclazotz's priests, which if studied in great detail, would allow someone to learn the magical arts behind "Glorifier" and "Condemner"...though, these arts are weak and difficult to use for those not already undead or otherwise skilled in necromantic and bloody rituals. Finally, the land's blessing of a dark night god allows for villainous and bloody magics to be empowered by the mana drawn from its "hallowed ground"...a useful for one who works with shadow, similar to that of a swamp.

Brazen Coalition

Sorcerous Spyglass (100): A spyglass enchanted to be capable of seeing much farther distances than normal, and capable of zooming in and out with much more precision. In addition, the spyglass has a basic "detect magic" enchantment that while not particularly good at differentiating magic between giving different forms of it different colored "auras", is capable of detecting its presence and magnitude by making the colored auras larger and brighter depending on how intense the magical energy being detected is.

Prying Blade (100): A plunderer's best friend. This blade is enchanted and functional as a bladed weapon, but it shines as a tool for looting - the blade designed and mystically proficient at ripping gold and gems off of structures, or perhaps statues...and it's a particularly good crowbar and shovel in the bargain. It can even be precise enough to hook and scrape jewels or gold off of individual pieces of armor or weaponry, if some maniac in jeweled armor were to charge at you.

laborate Firecannon (200): The finest weapon ever to rest on a Brazen Coalition boat, this cannon is rather complex - a unique set of clockworks and pulleys readies it for its next barrage. But it's worth the time taken to wind it up, as when it fires, it deals monumental damage to any inanimate object unfortunate enough to get struck by it - something that is likely to occur considering it is enchanted to give its ammunition a "curving" effect, correcting for minor mistakes in aim.

The damage dealt by whatever is loaded into the cannon is magnified as if the projectile was much, much stronger - even a normal cannonball could nearly rip a schooner in half, and a grapeshot round could shear a galleon's masts and sails as if it were a machete to a vine.

Cobbled Wings (200): Necessity is the mother of invention, and the Brazen Coalition are some of the most desperate wretches around. This is an example of what it gets them - this hang glider, while fragile looking, is capable of carrying even the heftiest of pirates on the winds, though one must be on the constant lookout for proper winds to maintain height - beyond that, control of the wings can be done almost as easily as walking, making whoever uses the Cobbled Wings a very, very slowly falling bird in effect.

Merchant Scroll (400): A rare item prized by the Coalition's traders, this scroll is capable of converting precious metals, jewels, other forms of treasure as well as trade goods directly into the desired currency of choice. Even on a mundane level, it's useful for instantly converting currency, but it can be a fantastic way to liquidate assets in a pinch. However, its other use is equally valuable - it can convert that same currency or treasure into basic survival goods, such as crates of fruit, bottles of water, or rope. Unfortunately, the prices fluctuate near constantly, as can be seen by the scroll's text shifting, and most of the goods "sold" by it boil down to the kind of things you'd see on the register for any good expedition: mundane tools, salt, jerky, and filtered water. But at the very least, with it, you won't starve while clinging to a treasure chest of gold if you don't want to. Though some *are* stingy enough to do just that.

Spitfire Bastion (400): A volcanic fortress built into an active flow of fiery lava and mana from deep beneath the earth, this military installation has a number of pirates ready to man it and defend it - and what's more, it is more than ready on its own to perform the task. The Bastion is capable of coalescing and firing solid bursts of fiery mana sourced from the earthly flow beneath it, each of its volley of 10 cannons firing off powerful and fast magical shots comparable to a lightning bolt in their speed and ferocity, making it highly defensible against invading ships. This very same flow can be tapped into as if it were a mountainous region for mana.

Vault of Catlacan (600): A Vault meant to store gold used for the operation of the Gold-Forge Garrison, it has a number of automatic defenses utilizing spellfire and lightning.

However, its greatest feature beyond sturdy walls and defenses is the capability of “drawing” mana from the gold and treasures within, creating a blue pool of mana in the center of the vault that grows deeper and brighter the more and more gold, jewels, and other fine arts are kept here: turning the pretty baubles into potential magic engines. Perhaps this gold is best kept in the vault after all...

Fell Flagship (600): A flagship, average in its capabilities besides being intimidating and well made. However, it has a curse on it...though one that's not necessarily a negative - any ships that fly the same flag as the Fell Flagship with the flag dabbed with that ship's captain's blood will become part of its “fleet”, becoming bound to it. This cursed ship can withdraw the crew and ships that join its fleet within its shadow, and release them from beneath the waves when the time is right - and what's worse, ships that sink while under it's banner are repaired and raised, though ships without crews must find a new crew - luckily, one can easily withdraw the ghost ship into the Flagship's shadow until needed once again.

River Heralds

Primal Amulet (100): A jade amulet, this amulet gives the benefits of the Jade used by the Merfolk, intensifying your strength and magical prowess by a measure that grows greater when in the untouched wilderness beyond a town, or city - the farther from the nearest settlement you are, the more efficient and effective this Jade is, though small as it is, it has limits - as a normal Merfolk, you would not be able to grow beyond the might of five of your kind, even in a completely pristine valley of Ixalan.

Jungle Barrier (100): The River Heralds are not able to be everywhere at once. As such, Barriers like this are key to their mission to bar the path to the Immortal Sun - this is a form of “awakened” plant, utilizing a mix of heavy twisting vines, natural toxins all along its leaves and vines, near stone-like wooden roots and bark, and sheer bloodmindedness to act as a potent living barrier. You can easily command it to proliferate, though it lacks defenses against fire beyond simply utilizing ambient mana to attempt to outgrow any attempts to burn it - and even so, often failing to do ought but buy time. Still, it is blindly loyal and will allow you and those you specifically designate to pass unharmed.

Dowsing Dagger (200): A dagger enchanted with the ability to seek water and untouched lands, the Dagger often leads the path to a place where no person has been before, or barring that, a place that is secret to most eyes - for those who seek to make the most of the Jade of the merfolk, or simply desire a hidden place of their own, that is an invaluable asset.

Jade Bearer (200): A set of jade armor and weapons, with this, in an ideal and "wild" place, you could fight with the might of ten merfolk warriors - more, if you were to combine it with the Primal amulet, and that increase is not insignificant even for the strong.

Coveted Jewel (400): A powerful artifact, created as a source of mana for the construction of Orazca. It acts as a small archive of a number of the spells and construction techniques used for the creation of crystalline mana amplifiers, and studying it is likely to get you a great amount of insight - what's more, it in itself can amplify the mana ambient to a land to much greater than its usual output, though as a consequence, this disruption and surge of mana is easily felt by any magic users who are within the lands being tapped into for power - the jewel has often changed hands due to this, though with proper vigilance, one could easily hold onto it and wield its power with impunity - surely, nothing could challenge your might.

Awakened Amalgam (400): A construct born of a mix of the golden city's defenses and a construct created by one of the World Wakers, the Amalgam is somehow capable of channelling both the power of the golden city's advanced magic as well as the primal mystical energies allowed by Jade - this loyal towering creature passively draws mana from all lands it has pieces of integrated into its body, becoming more grand and powerful as it integrates new forms of energy and expressions - notably, it also can integrate pieces of cities and other settlements, tapping into their power as well. While starting off relatively meager, it can become a titan, capable of crashing through garrisons as it collects more pieces of the various lands and regions of Ixalan and beyond, both settled or otherwise. Though lands that are TOO similar, culturally or geographically, will have any gains made by them greatly diminished - the power comes from the diverse nature of the lands gathered, not the sheer number.

Winged Temple of the Golden City (600): A towering temple, the climb is quite difficult for most due to the howling winds often threatening to fling a weak individual from its steps, but those who scale it will learn why - the Temple has a powerful storm-generating device within, which, if fueled with mana tapped from the world, will enshroud whoever bonds with the temple in a powerful “Storm armor”, allowing them to fly and granting their strikes the might of a hurricane - with this armor starting at *just* large enough to cover them, to becoming large enough to strangle a King Tyrant lizard with a single hand and the match to do so with the simplicity of snapping a twig. Though the storm armor grows smaller and weaker over time, at its largest size it would last an entire day as the enchanted winds die down..though by that time, you would have surely conquered whatever stood in your way, right?

The Sunken Ruins (600): A city that once stood proud with Azor’s visit still lingering in living memory, it was known for having talented and wise mages who specialized in mimicking the Lawbringer’s arts and gained insight and magical energy by tapping into the land’s natural power - directly sapping its power to permanently enhance their youth, health, and knowledge. However, the people of this city had pushed this for too long, learning a method of sapping a land past its limit - blighting it into a wasteland, but gaining a phenomenal bit of power in the bargain. This had already incensed the River Heralds, but upon learning that they planned to drain the Immortal Sun and Orazca of its energy - the city was assaulted on all sides by powerful storm and tsunami elementals summoned up by the River Heralds in anger, destroying them overnight as the River Heralds converged as one. The city still retains these secrets deep within, as well as a phenomenal wealth of enchanted treasures and simply normal mind-boggling wealth - easily retrieved by those capable of navigating the waters and willing to search through the ruins manually.

Companions

Crew (Free): You can create or import up to 8 companions - a motley crew potentially drawn from a variety of factions. Each one may pick an origin and has 600 points to spend on *perks*.

Expanded Expedition (100): You may create or import up to two companions as per Crew.

Strange Circumstance (100/200/400): Ah, companionship! A character encountered on Ixalan will, if you are capable of gaining their loyalty by the end of your stay here, become your companion.

For 100 points, any non-named or otherwise “normal” creature such as those depicted by non-Legendary creature cards can be taken. For 200 points, a Legendary creature may be extended a hand in friendship. Finally, for the maximum value of 400, one of the visiting/trapped planeswalkers (Vraska, Angrath, or Jace) can be extended the offer of companionship, though certain drawbacks may make this difficult...

Basic Lands

For those who rely on access to lands in order to draw upon mana, you may purchase a pair of any two “basic” lands for 100 points. The basic lands, if a reminder is needed, are Plains, Islands, Swamps, Mountains, and Forests. Each one generates a charge of mana aligned to its respective color identity, that being White, Blue, Black, Red, and Green. The mana generated from one of these lands is enough to perform an impressive but not massive show of mage, such as destroying a group of twenty soldiers or empowering someone with the strength to attack and defeat the same.

Drawbacks

March of the Drowned (+100): This land is filled with those who have died angry, afraid, and alone - bitterness seeping into their bones, and making them easy prey for the Grim Captain. It seems that Captain is an enemy of yours, perhaps, as you have a tendency to rile up the undead, causing skeletons and ghosts to attack you in old places or places of mass death - which, as you can guess, are sadly common in Ixalan.

Dinosaur Stampede (+100): Despite being beasts, the dinosaurs are some of the strongest creatures in this land, causing fear even with the Sun Empire - the ones most close to them. You're about to learn WHY their reputation is earned, as now something about you and your scent, or perhaps your soul, gets dinosaurs get extremely riled up around you, even if you can speak with them - something about you just spooks them to their core and gets them into a fight or flight state. Pretty dangerous with things that could eat you in one gulp.

Perilous Voyage (+100): Your luck's pretty rotten when it comes to navigating the lands of Ixalan, now: the easy route is never the easy route - taking shortcuts causes issues and even the long way tends to grind away at your resources. From sickness to supplies rotting rockslides to floods, expect almost anything to go wrong at any moment on the trail.

Spreading Rot (+200): A sickening illness borne of the vampiric conquerors has taken root in the land, able to jump from dinosaur to vampire to merfolk to human easily. Its symptoms are the same: Wasting hunger, rotting bodies, and merciless bloodthirst. Even among the vampires where the sickness originated, it exacerbates their worst excesses...and don't even think about what a rotting disease-maddened regisaur is capable of. Expect your constitution to be tested if you wander carelessly.

Ixalan's Binding (+200): It appears that the Immortal Sun is working beyond its parameters. Many of your magical abilities and quite a bit of your physical strength has been absorbed by entering Ixalan, forcing you to only rely with what you can scrounge up in terms of magical arts from this world (I.e this document, effectively) - though, if the Immortal Sun were to be removed from its place in the (real) Sanctum from the Sun, this curse could be lifted.

Induced Amnesia (+200): Another unfortunate circumstance of those who arrive on Ixalan, occasionally, your memories of your identity are hazy, as well as anything you value or what you think - it will take a good while simply to remember your name. This makes openings for you to be taken advantage of, obviously.

Angrath's Fury (+400): The imprisoned planeswalker Angrath now, for some reason (and not likely to be a huge one), wants your head on a silver platter, presumably with as many sharp implements stuck through it as possible. Angrath is a mighty warrior capable of punching a tyrant king into unconsciousness with his bare fists, and wielding a chaotic and powerful magic that stirs up hatred, havoc, and division - a pirate captain with a feared crew at his beckoning and all the powers of a planeswalker to conjure more allies and fiery destruction, Angrath will use everything at his disposal to rip you apart.

Vraska's Scorn (+400): Captain Vraska, one of the deadliest pirate captains to sail Ixalan's oceans, has now gotten it into your mind that you are a threat. As a former assassin who has killed some of the highest lawmages of the order founded by the Lawbringer in Ravnica, she is going to solve this in her usual way - poison, and daggers, and death. With the power to use a single glance to transform her foes into stone trophies, as well as experience leading and deploying assassins and performing them herself if need be - and quite a bit of talent in deadly magics - it's only a matter of time before a blade is aimed for your throat, and if you're lucky, you'll see it coming before it hits.

Contract Killing (+400): There is some bad blood. Other than your own faction (so, those who dropped in, may find themselves in an unpleasant situation), almost every major player in the hunt for the Immortal Sun desires your death, and is willing to commit serious resources to ensure it: perhaps it's due to a prophecy from one of the various priests or shamans that you will bring ruin where you go, or perhaps it's simply a bounty put out by Admiral Brass or the Queen of the Dusk Legion - but the reason doesn't matter. What matters is that it's no minor bit of animosity, we're talking about the kind of infamy that might call temporary truces between skirmishing factions to turn their attention to you.

Star of Extinction (+600): A light in the sky, a dire portent. The shamans and magicians have divined that the end is coming: A shower of fiery stars in the form of meteors. The barrage of heavenly flame will scour much of the land and all who live in it. Even the god-like avatars of the Threefold Sun could perish under the weight of the stellar barrage. The only recourse is to find a way to prevent the meteor shower from striking, or take extremely deep cover - even if one survives the initial fiery blast, a cloud of hot ash will overtake the land for weeks, choking and sickening those who survive.

Expel from Orazca (+600): The Immortal Sun's advanced set of defenses of activated. The City of Orazca will now produce a series of powerful elemental creatures on the level of the avatars of the Threefold Sun or the Bat God, ones which seek to remove you and whatever allies you have from this world with violent might, their usual strikes and attacks resembling natural disasters such as earthquakes and tsunamis, and their avatars often being capable of destroying the cities and fleets of the invaders singlehandedly. Having been created from the sheer amount of mana that the Sanctum of the Sun can gather, mixed with stolen might from the planeswalkers who have died while trapped in Ixalan, these creatures are fearsome. Even when one is slain, mana will be collected to create a new one, with their forms and powers changing, each one unique and strange in how it operates: a volcanic titan here, a wandering lethal mist fog there, voices and eyes in the shadows beckoning madness and death. There is one salvation, however: These spirits rely on the Immortal Sun to maintain themselves, if it were to be removed, the systems to create and maintain their forms will shut down, and the attacks will cease. However, as always, everyone seeks the Immortal Sun...

Mastermind's Acquisition (+800): Nicol Bolas. The name alone, to the right ear, sends one's hairs on end. He has a mysterious agenda in Ixalan, and seeks out the Immortal Sun to accomplish it. However, a whisper of an unexpected factor has struck him, and now, he's going to be taking slightly more direct actions to ensure his ascendancy. To say he is powerful is to be understating his might - Nicol Bolas is one of the eldest planeswalkers alive, having been alive back when a planeswalker was more than a mere world-travelling magician, but a figure that could create and destroy civilizations for their own entertainment - and he has. With a cunningly brilliant mind, and a mastery of some of the most vicious and diabolic of magics - capable of undoing the spells of his foes with ease, and a touch that unravels a person's mind entirely with even the most gentle of strokes. The elder dragon knows you are here, and knows you could alter the course of his plans. Entire societies have been erased from existence for less grievous crimes.