ZENDIKAR JUMPCHAIN v1.4 less derping edition.
By amalur edited by myrmidont and anon heart with thanks to val, that one nahiri anon, phyrexia parts, gauntlet, top hat alathius and the card “slip through space” which inspired this entire jump.

Intro

Zendikar: a vast untamed land, ripe for exploration. The plane of Zendikar is one rich in both history and natural beauty, dotted with the ruins of long-lost civilisations from a time far gone and ever-changing vistas as the Roil - a great storm brought about by the plane itself - reshapes the land. In the face of this ever-changing land the people have adapted - by and large nomads, the majority of the plane's inhabitants eschew conventional settlements in favour of more mobile encampments, becoming accustomed to the environment of the continents they inhabit over the course of their lives and witnessing much of Zendikar’s beauty as they learn.

Still, even without many settlements, there is trade and fortune to be made for the bold; great temples that even centuries after being abandoned still have treasures to plunder, the learnings of lost ancestors, and the mysteries of the many floating hedrons for the more cerebral to puzzle over.

But this place holds more than just adventure for the eager explorer. Centuries ago, before the Mending, three planeswalkers - Nahiri, Sorin and Ugin - bound the Eldrazi, vast eldritch natives to the blind eternities that fed of the energies of the planes themselves, to the plane by forging the hedron network. As years passed, the plane, agitated by the presence of these three alien and harmful beings, began to respond, trying in vain to rid itself of the eldrazi and resulting in the Roil, a seemingly endless storm of land sea and sky.

Two years after your arrival the visions of Nissa Revane, one of the last two animists, will lead her to unwittingly free the Eldrazi and begin a desperate struggle for survival as swarms of Eldrazi, varying from the size of small dogs to multistory buildings, pour out from the Eye of Ugin on Bala Ged to feast on the plane, uniting the natives under a single cause: survival.

Location and Age

Roll 1d8 for location and 3d8+16 for age, or you may pay 100cp to choose both of these in addition to your sex.

1. Seagate: The largest settlement on the plane and the oldest still lived in, Seagate is a vast man-made city that surrounds the ancient artificial sea of Halimar. Old enough that none remember its creation clearly - at least old enough for a few vast leviathans to grow to maturity. The city itself is built into the wall of the dam, twenty acres of densely-populated cityscape atop a 500 foot wall. Home to both the majority of the merfolk on the continent and the largest collection of knowledge on the plane - the library at Seagate - this place is a hub of scholars to trade knowledge hard earned on their travels.

2. Bala Ged: The great forested continent of Bala Ged is an untamed wilderness, of seemingly endless green trees and bottomless marshes fed by grand rivers. Life teems everywhere one looks, animals, plants and fungi of all kinds. Below the soil, though, stretch endless limestone caves and empty dark chasms. It is on this continent that the Khalni Heart rests; an outgrowth of the heart of Zendikar itself, and a primal tap into its power.

3. Ondu: The southeastern continent of Zendikar, formed of four land masses; one main and three sub-islands, all connected to the Silundi Sea. You will find yourself on the mainland among the Makindi trenches; great cliff faces navigable only by the use of kitesails, hooks or the few jutting pathways overlooking drops of hundreds of feet. A regular crossing for Kor pilgrims, it is surprisingly abundant in both life and history - it is said you can count the years in the layers of stone.

4. Akoum: A harsh but breathtaking beauty carved from stone and fire, the continent of Akoum is host to rugged stones and rugged peoples. This vast volcanic continent is the primary home of the goblins that make their homes on Zendikar, along with many humans. For much of the year, the majority of the plane is stone and rock, with glittering crystal fields left behind after precious metal and gems were forced to the surface in a flurry of volcanic activity. But once in a long while in the wake of such seismic activity life will bloom in the fertile soils of the recent volcanic event. Still Akoum is a harsh place, and even among these strange and wondrous plants lie maneaters - there is no such thing as a free lunch, especially on the continent of Akoum.

5. Guul Daz: The vampire-infested city of Malakir is inhabited by all kinds of people, even regular humans to merfolk, who trade along the waterways, but the backwater swamps of this continent are encrusted with ruins, and buzz with giant insects and other predators - and not just of the scaly kind. Many of the dark corners are inhabited by this plane's vampires and their kin, some of whom are cultists, making travel off the common routes - and often, on them - a risky endeavour.

6-8. Lucky you, adventurer - you may choose any location on Zendikar, even those unlisted.

Races

Human, Free
One of the most numerous races in the multiverse: two arms, two legs, one head and found in any environment that doesn't kill them faster than they reproduce.

Kor, Free
Fair skin, grey to white eyes and marble white hair. The Kor are a nomadic people traveling the lands of Zendikar on long-trodden but ever-changing pilgrimage routes, carrying little more than what they need to survive and a few choice treasures found on their journey. The Kor fearlessly traverse the entirety of Zendikar, returning to the many sites of their long memories. Strongly community-oriented and rooted in tradition, Kor find themselves naturally aligned with White mana.

Goblin, Free
Short, squat humanoids with hunchbacks and long noses, the goblins of Akoum are a conniving bunch, coveting rare materials and rather notorious for treachery in pursuit of them. While this reputation isn't entirely unearned, they can make hospitable hosts and decent guides, if rather surly ones. Mostly found in small encampments dotting Akoum in various numbers. They are usually aligned with Red mana.

Elf, Free
Humanoids with pointed ears that form three tribes on the densely forested Bala Ged: the Joraga, Mul Daya and the Tajuru. In ages past the Joraga and Mul Daya lost much of their tribes to the Eldrazi, and even now have not recovered. In the meantime the Tajuru grew to prominence under Speaker Sutina. In past times the Joraga were known for the animists; shamans born with a particularly strong connection to the plane, though in recent years the animists have been reduced to two, and there is belief among the Joraga they managed to offend the plane and their dwindling numbers are a result of the Roil were caused by said offense. Mul Dayans openly mix necromancy with traditional mysticism and despite their small numbers are becoming renowned spies and assassins. Unsurprisingly, elves are strongly associated with Green mana.

Merfolk, 100cp
Blue-skinned aquatic humanoids. As a race the merfolk are perhaps the most scholarly of the Zendikari: naturally curious and able to breathe water as readily as air, the merfolk scour the land for lost knowledge. The largest congregation of merfolk is found at Seagate, one of the few longstanding structures on Zendikar and a repository for lore and knowledge. They are associated with Blue mana for their intellectual nature and associations with water.

Vampire, 100cp

Remote figures known to the plane's other inhabitants as terrifying hunters of the living. Pale-skinned humanoids that feed on energies found in blood, particularly potent in terrified prey, they are able to live up to two centuries. In ages long past, the vampires of Zendikar served the Eldrazi as thralls, altered in form with hook-like growths upon their shoulders for their masters to grip as they dominated them. In more modern times, the vampires wage a civil war, on one side those that would return to thralldom under the Eldrazi, the other coveting old tribal ways from before the arrival of the outsiders. Regardless of which side they occupy, vampires make their homes in large opulent dens on the continent of Guul Draz, and are particularly strongly aligned with Black-aligned mana as creatures that depend on the death and possibly suffering of others for sustenance.

Backgrounds

Drop In, Free
A foreigner to the plane, you arrive with no new memories or background...let us hope you are one of the more benevolent visitors.

Guide, Free
In a place as vast and ever-changing as Zendikar it is natural that guides would become a staple profession. Frequent travelers of a known area of Zendikar, they sell their services as one intimately familiar with the plane to others looking to pass or explore.

Scholar, Free
A curious one, aren't you? Dedicated to the pursuit of knowledge, whether you spent years learning dead languages to scribe translations of old writings in stone, or traveled the plane searching out keepers of oral tradition to learn all the many stories thought forgotten, your pursuit of knowledge is what drove you to explore, and you can always find some new pursuit to catch your fancy.

Faction

When the Eldrazi rose, so too did the inhabitants of the plane - in opposition, with some few exceptions. While on your arrival the Eldrazi will be sealed, you may pledge your services in the coming conflict now for a second set of discounts. Pledging yourself to a force doesn't mean that you need to stay with them, but do note that with the exception of hermit your supposed allies may take this breach of trust badly.

Ally Troop, free
The front-liners in the battle for the plane's survival, from foot-soldiers to squad leaders; those more concerned with survival and taking down individual Eldrazi than grand strategy. You will be in the thick of it with many others, shoulder-to-shoulder or covering a retreat, you will find close friends here.

Ally Leader, free

In the troubling times that will arise in the wake of the Eldrazi's freedom, leaders will rise to unite and inspire the people. In these times your allies will turn to you for inspiration and live and die on your calls in battle. A heavy burden indeed, but one you may bear so others may not.

Cultist, free

When the gods rose, many of the faithful abandoned them in fear or cowardice, but you held on - you looked upon the gods as they were and felt the need to worship them grow rather than diminish. Now you hunt the non-believers and do all you can to pay homage to your gods. As the prophet Ayli said: "Zendikar's true gods have risen. Whether in reverence or agony, all the world will kneel."

Hermit, Free

And then there were those few individuals that wanted no part in the fight, retreating to the most remote parts of the plane to try and weather the storm. You'll make no friends running from the fight but most will understand your choice - even if they may resent you as a coward...should the plane survive for them to do so.

Perks

100cp perks free, others are 50% discounted. If a perk is discounted twice its free.

Drop In

Chill Of The Void, 100cp

There is something disturbingly alien about you that others feel in your presence, a reflection of your extradimensional nature. You can choose to emit a discomforting aura, soaking those nearby in unsettling sensations they cannot explain, and identifying you as an interloper from somewhere else.

Manavore, 200cp

Much like another particular invader, you are able to sustain yourself off the ambient mana of the local plane, taking sustenance from Zendikar's very life-blood - and that of any other place you travel to. You may consume the life force of the world you are in, slowly transforming the environment to dust as its life bleeds out. A small area will sustain a human-sized form for 24 hours and gift you with a single mote of colourless mana. The cost to the plane will scale with you as your size increases, but the area which you need to drain does not, turning it to lifeless dust far more quickly.

You can gorge yourself on the plane's mana to take twice as much sustenance, but this isn't sustainable, killing the area you feed upon. If you encounter free mana, is also a possible for you to sustain yourself on it in place of food, drink and air.

A Direction Without A Name, 400cp

A quirk of both your alien magic and mindset has given you insight into the how the eldrazi move themselves. With this knowledge you may move in the yet unnamed direction that infiltrators and other similar drones utilize to bypass walls, people and even, to some extent, distance. More than once have the allies cornered the monsters...only to be routed as the creature's twist, bend and suddenly emerge from this nameless direction in their midst.

Devoid, 600cp

Your mana and your magic have taken on an odd quality: they are colorless, stripped of the color inherent to them by your very nature and making them akin to the spell-like effects wrought in the wake of the eldrazi. This has several practical effects; the most significant of which is that any colored or elemental magical resistances will fail against them. Fire wards will be utterly ignored by your colorless fireballs, but more generic anti-magic will still see its full effect. The same applies to specific elemental or type immunities as well. On the other hand, their colorless nature will mean that your own colored or elemental-boosting powers no longer apply to your spells either; your colorless fireballs won't be enhanced if you have a special talent for pyromancy. Thankfully you can toggle this on and off to take advantage of the situation at the cost of two motes of colourless mana and a few heartbeats of focus.

Guide

Sterling Reputation, 100cp

Years of being regarded as a dependable guide to those unable to navigate the expanse of Zendikar themselves has given you a reputation for being extremely skilled at navigation and trail-blazing. Similarly, using your skills to aid others will quickly gain you renown, resulting in people from far and wide seeking you out, if possible, for your assistance in these fields.

3D Motion, 200cp, Further Discount Elves

Zendikar's landscape is very rarely straightforward to travel through - dense, jungle sheer cliffs; floating rocks; you get the idea. In order to get around, the Zendikari have adapted with the various ropes, hooks and harnesses so that when the road decides that vertical is the only way to get anywhere, they are prepared. You are now skilled in the use of these tools, allowing you to zip through the forests from branch to branch or scale the sheer cliffs and floating expanses of stone that dot the land. In addition, your understanding of the methods behind these contraptions allows you to develop simple tools to navigate new environments with similar success.

Masterful Navigation, 400cp

On Zendikar the land is ever changing: landmarks rise and fall to the roil, and even forests don’t remain the same for long periods of time in such an environment. It’s important to be able to navigate from A to B on the few constants like the stars and the sun with a few hints gleaned from recent knowledge of the land. The people of Zendikar have mastered this, able to cross vast distances to specific locations reliably, whether as part of a Kor pilgrimage or to return from exploration. You, on the other hand, can cheat a little - you can set a destination and from then on be aware of your position relative to both it and your start point at all times. This becomes more accurate with knowledge of the location - a vague idea and a picture will get you within 10 miles, but even a rough map or distant memory of the destination will get you to the location itself.

Animist, 600cp

For most learning the ways of the land is the experience of a lifetime; a long and grueling experience. The Animists, however, are far more attuned and know Zendikar far more intimately. Animists are shamans attuned to the mana of planes to a rather extreme degree - to the point that the flows of mana are as visible to them as a river is to anyone else now you too are one of their number. This attunement has many consequences: for one, the land itself will grant you visions, showing any threats to it, though hazy at first. With more time and some effort, you may learn the art of raising elementals and with yet more experience you will find yourself attuned to the life of the planes themselves, allowing you cause plant life to burst forth from barren ground, manipulate forests to fight with you, or even channel the mana of planes themselves into your own spells or those of others. This is a predominantly green magic, focused on nature.

Scholar

A Good Eye, 100cp

In the search of knowledge, you have traveled many places and acquired many artifacts. This has taught you to always pay attention to what is in your peripheral vision, just in case it's a valuable relic that could teach you some yet-unknown piece of history. Not only does this make it far easier to spot things you would have otherwise missed, but you will also never again need to question if you did in fact see something in the corner of your vision; you'll always know with surety. After all, if you were eaten by a Gomazoa how would you bring your findings back to Sea Gate? Surety is a must.

Lore Master, 200cp, Further discount merfolk

You are a library of knowledge passed down in oral tradition, much changed over the years as spoken word is wont to do, but preserved nonetheless. In your years you have accumulated a rather encyclopedic knowledge of the tales told in this land. While it is useful socially as an understanding of the culture you are speaking to, the years spent accumulating said knowledge have also led to you develop a flawless memory for the spoken word. In future jumps you will always find those willing to tell you the tales of the land, both to fulfill your curiosity, and occasionally draw forewarning of age-old problems.

Adapted To Change, 400cp

The academic in you will not allow any less than total understanding of any magic that you use; understanding of the mechanics and components being as important to you as the ability to cast the spells. This, along with some mental gymnastics, has given you the rather useful skill to invert said magics in a similar manner to the creation of Roilmages by Noyan Dar. This process involves identifying the mechanism by which a spell or system works, and then doing the opposite: ritually breaking something would need to be replaced with repair, lighting a candle with extinguishing one etc. The new inverted spell will do the opposite of the base spell. Healing spells would cause rot or disease, a fire spell would rapidly cool the area, and a ritual to summon a demon could be inverted to banish it. Do note that constructive purposes are generally harder to achieve than destructive ones, and will take far greater investment to achieve.

Lull/Roil Mage, 600cp

The Roil: Zendikar's one true constant and the reason that other constants don't last if left untended. The massive storm that is the Roil cannot be stopped, but it can be calmed. It is to this end that you have dedicated much of your life to the Lullmage arts, learning to embrace harmony of mind and with the land to soothe the Roil, and in other places calm nature to stop storms and appease spirits of the land. No exploration party is complete without a Lullmage to quiet the Roil - well, no expedition that expects to return, at any rate. In recent years, however, you have been forced to turn to more destructive pursuits in opposition to the quieting of the Lullmages. Roilmages may focus on disquiet to incite the land, and draw on the might of the roil detonating the landscape in storms of earth, stone, and fire; calling upon the harshest weather imaginable to smite all before them. In jumps following this you will find yourself able to calm native weather as though it were the roil and incite nature in other planes into a frenzy akin to the roils fury on Zendikar. This is a primarily cerebral art and a blue magic at base supplemented with red mana for roil mages and white for lullmages.

Ally Troop

Travel Light, 100cp

The allies came together from many walks of life to face the Eldrazi, but there were a few constants across all peoples: the Zendikari do not trust shelter and as such are always on the move, be it on a Kor pilgrimage or merely roaming the forest as the Joruga elves do. With this constant motion the Zendikari have learned to travel light, carrying only the essentials and less of those than the natives of other planes would consider sensible. You now understand exactly what you need to survive and hard experience has taught you to maintain your gear well enough that wear and tear will not become an issue for months at the least, even with constant use.

Linked Together 200cp, Further Discount Kor

It is one thing to work together; it is another to work as one. With those you have developed deep bonds with, either through strong emotional ties or years of experience with each other, you gain a preternatural sense of their actions. This bond allows you and those you have grown close to to work together seamlessly; either experience or trust allowing you to move as one without needing to communicate more than maybe a single word to coordinate complex maneuvers.

It’s Hard To Find Their Weak Points, But I Very Much Enjoy The Process, 400cp

When the opposition is seemingly as undefeatable as the Eldrazi, many will often fall into despair - not so with you. The more powerful an opponent is, the more you will find yourself noticing little details that might indicate even the tiniest chink in their armour. An arrow a few inches deeper; a slight change in movements; these you would normally overlook, but now become clear as day while you zero in on that tiniest bit of weakness.

Lithomancy, 600cp

Masters of earth and stone crystals, lithomancers are wizards with a strong connection to earth, using their magic to shape the earth itself around them and create potent artifacts. Commonly found among the Kor, lithomancers are invaluable for their ability to craft gear far surpassing normal metal from nearby stone, forging shining marble-white stone weapons of incredible hardness. But this is the least of the skills of a lithomancer; with training they may extend their senses to see the entirety of a body of stone and craft crystalline structures capable of channeling mana massively in excess of that which a person can safely contain and seal things within stone.

Ally Command

On The Front Lines And In The Command Center, 100cp

You cannot expect your troops to follow you if you are not willing lead by example - but if you're on the front lines, you're not in the command room and so are missing vital information on tactics. However, so long as you have some way to communicate, be it messenger birds, signals, telepathy, or any other inspired method that hits you, you may as well be fighting and strategizing simultaneously. This doesn't reduce your effectiveness at either, so you can command your wider army while you lead from the front.

We Don't Have An Army Of Jumpers, 200cp, further discount Human

The Allied Army is a vast and diverse one, filled with the many people that rose from this vast ever-changing land. It is able to adapt to any situation, but if you don't utilize them to their strengths you will never see their full potential. It is with a cool head that you are able to assess the strengths of all those under your command and utilize them to their best, even if you're a front-liner that doesn't understand a lick of magic or archery, you would have the insight to make use of those mages and archers to great effect if given even a day to watch them in action or an explanation of their prowess by a subordinate.

I Am Durable, 400cp

You are durable. I suppose some more explanation is needed: you are able to survive falling a few hundred feet from a cliff face leaving you only bruised rather than dead, or take couple of hits from one of the giant Pathrazer of Ulamog without being seriously impeded, let alone pulped like a normal human. You also gain a talent for understatement.

Rally, 600cp

In the din of a chaotic battlefield, you cut an awe-inspiring figure, as though born to lead. While this means each person under your command looks up to you, the members of your army also look up to the others in your force who might be called 'heroes'. A soldier may die for a cause, but when their inspiration is fighting shoulder-to-shoulder alongside them, then a mere footsoldier becomes heroic, and the heroic become truly legendary as they become impassioned by their comrades-in-arms, and they in turn incite yet others alongside them to feats of incredible prowess. Morale becomes an almost tangible force; as the army grows in number so does it grow in quality, each individual growing a little stronger for each other standing at their side.

Cultist

Gleanings Of The Faithful, 100cp

While the gods are now with us, they are as inscrutable as they were as idols and old stories. Still, as their faithful it is our duty to serve them, and to do that we must comprehend at least parts of our gods' wishes. You are granted insight into the mentality of the gods, revealing key concepts - such as their lack of a concept of reward, but willingness to allow their faithful to serve - to be gleaned from study and taken into account when acting in their interests. Outside this jump it allows similar small but important insights into the workings of similarly eldritch beings.

Keeping The Faith, 200cp, further discount Vampire

When the gods rose, many of their worshipers fled like cowards before the true forms of divinity. Not you, however, and equally importantly not those under you, due to your masterful stoking of your subordinates' faith. You understand how to keep the zeal of religion burning in your followers...something that those not following Ulamog might call 'indoctrination'.

Faith Is Its Own Reward, 400cp

While the gods do not see fit to reward us, that doesn't mean the faithful go unaided for their sacrifice. After all, with a little black mana you can easily siphon a little power from the sacrifices our gods demand, healing and fortifying the faithful as they offer tribute to the gods. And with the exertion of a mote of white mana per target and some small sacrifice of your own life force you may banish nonbelievers from your sight forcing people to flee and banishing summons back to the aether or wherever they came from. Stronger entities may resist banishment.

A Feast For The Gods, 600cp

After much intense study of the gods, you have come to understand the principles by which they are drawn to mana. With this you understand how to draw them to your location with some preparation of the local mana - a rather arduous process involving the rearranging of landmarks and hedrons manually should you lack some form of magic to ease the process. Through your study of the gods your knowledge of the eldrazi has grown deep enough that you have learned the summoning patterns of the lesser members of the brood, along with that of a small number of Demi-Titans, including the Breaker of Armies and Worldbreaker. In later jumps this will allow you to draw one Titan into the world you are in by rearranging the local mana, through whatever means you have, though getting them to do what you want is another matter. You may attune the ritual to summon a particular eldrazi but cannot summon more than one titan.

Hermit

There Are Always Customers, 100cp

Guides come in varying levels of repute - though the goblins have a reputation for being rather treacherous when anything good is discovered they never seem to be without customers. Like them you have learned to work around a bad reputation, presenting yourself so that even if people explicitly don't trust you they believe your service is worth the risk. Whether this stems from them believing you are unable to harm them, recklessness, or just lack of other options doesn't matter, even with that awful reputation for abandoning everyone you'll find people willing to deal with you.

Survival, 200cp, further Discount Goblin

In the wake of the Eldrazi there is naught but dust and those foolish enough to wander onto that dead land, yet that is enough. No matter how scarce, so long as there is food and water you will be able to find it; just enough to survive. It is not a flashy skill but needs must be met, and a few rats that wandered away from the Eldrazi and into the caves that make your home will keep you alive.

To Go Unnoticed, 400cp

The Eldrazi are not the most attentive of hunters, though sheer numbers make them near inescapable - and their followers are always on the prowl, looking for sacrifices. With cunning you may avoid both, and for that matter any others that might search for you. In order to achieve this, you have gained astounding insight into the minds of those that might search for you, allowing both the selection of hiding places where you will go unnoticed and a near-unerring instinct for when you can leave them unseen.

Hedron Grinder 600cp

There is still magic left in many things...you just need to know how to get it out. The hedrons that keep the Eldrazi bound were once full of magic, but some have faded over the years. That doesn't stop you getting one last use out of them, grinding them up and using the very last dregs of their power to drive back the Eldrazi. You find this applying to any magical artifact: so long as even a sliver of its power remains, you can crush it up and get some use out of it, no matter how broken it is. Even the bottle that held a potion once might find some use, so long as there is a trace of the potion still there stuck to the bottom. With years of practice you might be able to use these dregs as though they were the original a single time, before all remaining power is lost.

Companions

Old Friends, 100cp for 1, 300cp for 8, 800cp to import as many as you want.

Sometimes you just need someone watching your back, whether to spot traps you might have missed or stab the eldritch thing behind you before it strikes you down. With this you may create new companions, or import existing ones from outside the jump; they get 600cp, a background and a faction each, and may take 400cp of drawbacks. Do note that lands bought by companions will be attuned to them and cannot be utilized by you for mana, or activated by you, should they have active effects.

New Friends, 200cp per

In your travels here you will forge strong bonds with any you travel with, whether through the romance of adventure or the fire forged bonds of the war for survival. Either way you may wish to bring your newfound comrades with you, but alas you cannot bring them all - but for 200cp you may bring any non-planeswalker named character along on your journey going forwards.

Followers, 500cp

20 loyal followers from your background. You have lead them for years, possibly decades throughout the trials of this plane. Although they are not any more powerful than the average denizen of the plane, they are loyal to a fault and come with the perks “3D Motion” and “Linked Together”, along with the 100cp and 400cp options for either your background or faction (Drop Ins must select their faction) and be of any race or mixture of races you like free. They collectively take up one companion slot and will obtain perks at one-tenth the usual strength in future jumps.

Items

Kor gain 200cp to be spent on items only. Items purchased here will return to warehouse repaired a week later if destroyed.

Traveler's Boots, Free

Travel is a way of life in Zendikar, so you can never underestimate the value of a good pair of boots. These plain leather shoes will never wear out and always feel well worn. You will find that while wearing these you have a little less trouble with difficult terrain and your feet will always be comfortably warm.

Kor Hooks, Free

The traditional weapons, transport and symbol of the Kor; the links between hooked ropes representing the bond between Kor as they traverse Zendikar. These hooks, attached to an indestructible 20 meter rope, will embed into any surface that you throw them at, allowing easy traversal of most terrain. Each purchase will give 3 sets.

Kitesail, 100cp

A rather rudimentary parasail consisting of simple wooden frame, vaguely resembling a bird if seen from above while flying. While simple in design, making use of a kitesail is an art form, requiring an understanding of the varied currents of the wind that can go from near nothing to lethally turbulent. Still the utility of being able to fly cannot be underestimated.

A planeswalkers guide, 100cp

A curious tome filled with superficial knowledge of Zendikar and many other seemingly nonsensical places. This tome penned by a collection of scholars under the pseudonym the wizards of the coast provides basic information on the land culture and major known factors on any given plane. In later jumps this provides basic setting knowledge i.e. basic culture famous figures and well known hazards (known well by the local populace not meta knowledge).

Dreamstone Hedron, 200cp, Discount Drop In

An odd puzzling hedron more complex than others, seemingly calling out to be unlocked. Within this puzzle lies a rather large store of mana - 6 motes to be exact - which may be expended at once on a single powerful spell or turned to other purposes. It can be used to store similar amounts once expended, even going as far as to regenerate its store from the mana of the world when closed, at a rate of one mote per month. The puzzle changes each time for anyone solving it, and carries a compulsion to eldritch beings: to complete it in order to reach the prize inside, easy bait for eldritch monsters and egotistical wizards alike as the alien puzzle eats away at several days of their time to solve it.

The Unreal Crown, 400cp, Discount Drop In

Not a crown, per say, or anything really - more the absence of anything. Three triangular black spikes of non-resistance that hover above the head of the bearer, marking them as alien for all to see. Since touching this would be a remarkably bad idea, you may call for and dismiss it with a minute's focus. While wearing the crown space warping abilities are enhanced, and a passive distortion in the space around you by the crown makes aiming magic at you difficult.

Pilgrim's Eye, 200cp, Discount Guide

An unmanned kitesail that will search for a safe place to set up camp, then fly circles between that location and the owner, leading them to it. One of the better ways to scout potentially treacherous terrain or areas where the winds may be too swift to risk a manned craft. If destroyed it will respawn in your warehouse at day's end.

Khalni Gem, 400cp, Discount Guide

A fragment of the Khalni Heart that retains some of its power but still seeks to be whole again. While in Zendikar this will make communing with the plane far easier, and may even help in convincing the plane itself to lend you its power. In other jumps, seeking to be whole the fragment will tie itself to the world, allowing for you to draw on the mana of the planet you're on once per jump.

Expedition Map, 200cp, Discount Scholar

There is little point searching out knowledge that will not at the very least further your own pursuits, which makes simply searching aimlessly unappealing. While the Roil might make the minutia of maps rather unreliable, large-enough areas should retain at least some resemblance so long as you work quickly. This expertly-cartographed map details the location of unexplored ruins in relation to the larger landmarks surrounding them. While it may not be astounding, you are sure you could find something of value to your pursuits within. At the beginning of jumps after this, the map will change to show one set of ruins from past civilizations which is relatively intact. What histories you could find, or what relics you could sell?

Network Notes, 400cp, Scholar

A truly massive collection of pages worn with age. Scattered and in no discernible order is a combination of diagrams showing the flow of mana, various theoretical notes on the intersection between lithomancy, some form of life magic, various esoteric colourless magics, various pieces of Eldrazi biology and theories regarding their greater bodies and feeding habits. These yellowed pages hold the secrets to the Hedron Network - the system used to bind the titans to the plane, and with it you could reseal them or with some little adaption bind similar entities to physical realms through their avatars or simply in their entirety.

Lighthook, 200cp discount ally troop

Modified Kor hooks that use the power of the two small hedrons attached to them in place of rope or chains to produce a rope of light, able to extend and contract at will. Able to actively channel the mana of the user, both to extend and control the rope as well as enhance their striking power, with mere rope you were limited by physicality but with light you're limited only by your will.

Hedron Arms Cache, 400cp Ally troop

While it is possible to harm the Eldrazi with conventional arms, it is orders of magnitude more difficult than using the re-purposed herdrons. This cache of arms contains 100 re-purposed hedrons, fused to stone and cast as arms and armor by the greatest stoneforgers of the modern age. The cache consists of five swords, five spears, two sets of full plate able to be worn in their entirety or as individual pieces, three bows and fifty arrows. This cache restocks weekly with new equipment, allowing you to accumulate weaponry to supply your allies and the weapons found inside bypass the reality altering effects protecting the greater Eldrazi and other similar beings.

Hedron Staff, 200cp, Discount Ally Command

A staff with a hedron attached to the end. In the hands of many, it is merely a way keep Eldrazi from striking them, but in the hands of a lithomancer the hedron's might is closer to its origin: warding off Eldrazi in a wide area and allowing safe passage for one’s allies. Outside the jump, it helps ward off the various horrors of the multiverse. Here or out in the vast multiverse it’s a good tool to keep around when you want to sleep without being hunted by creatures that would harm you.

Command Table, 400cp Discount Allied Command

A rather simple table taken from a mobile command center, though rather special in what it can achieve. While seated around this mobile war table, you and any generals under your command will find your tactical acumen greatly augmented, and your ability to rationally assess the merits of various stratagems without bias coming to you easily. Equally importantly, it allows you to judge both the character and loyalty of those around you, to better understand and lead those beneath you.

Drone's Skull, 200cp, Discount Cultist

The decapitated head of one of the lesser Eldrazi, picked up by your followers as they walked the path in the wake of Ulamog. While held, it fills your head with vague alien sensations and directions allowing you to anticipate the movements of the gods to best aid them. However, man was not meant to understand the gods, and over use of this will erode at your mind, so be cautious in its use. In later jumps this can be attuned to other patrons, to allow a vague sort of communication.

A Devoted Dagger, 400cp, Discount Cultist

All across the land nonbelievers strike down the emissaries of the gods but even in death the servitors grant the faithful some measure of the gods favour. Carved from the bones of one such slain drone was this dagger. When used in a sacrificial ritual, this sinuous dagger performs a pale imitation of the gods own feasting, converting the life of the slain to raw colourless mana.

Rations Pouch, 200cp, Discount Hermit

A simple leather pouch that contains dried meat and edible berries that could be found within 50 miles of your location. Refills daily with different varieties of food, enough for one person to eat relatively well.

Architect's Kit, 400cp, Discount Hermit

The people of Zendikar do not trust long term shelter; the Roil makes remaining in one place an exercise in foolhardiness, but over the years some shelters have been built. Those that came before you made these notes on the construction from simple materials of a structure that could survive the rigors of the Roil, along with the tools need to work stone and wood. With these notes and tools, and a little creativity, you might build structures akin to the ruins of the lost civilization's temples, which last the test of time and even being uprooted from the ground to roam the sky and crash down again, not to mention weather the fiercest storms and earthquakes. Or you could simply build a hut that you don’t need to rebuild every 3 months.

Lands

The lands of Zendikar are alive in more ways than one - in many ways a manifestation of the plane's will, and this life is passed to any lands you purchase here, which are as much living things as locations in some ways.
You may purchase any of the following locations to follow you in your travels, either appearing at the nearest logical location, or as attachments to your warehouse at your discretion at the start of each jump.

Basics: These cost 100cp a piece or 300 for 5. They can be purchased multiple times and in any combination. You may select from the below list.

Forest: Lush forested areas vibrant with life. Produces one green mana.

Island : Small islands dotting lakes and oceans. Produces one blue mana.

Mountain: Vast rocky peaks peaks. Produces one red mana.

Plains: Vast open fields illuminated by the sun. Provides one white mana.

Swamp: Dank dark places where life meats decay, generally swampy and unpleasant areas to live. Produces one black mana.

Waste: An area drained so dry of mana it has lost all distinguishing features beyond the fine grey dust. Able to produce a single colourless mana.

All following locations cost 400cp and will provide one mote of mana at a time. If you select a land with an elemental, you will be able to feel it though your mana bond - at first vague emotions, but with time you will be able to hold wordless conversations and relay complex concepts to each other despite a lack of language on their part. Humans get a 100cp discount on one land.

The Walking Wastes, Discount Drop In

A stretch of land, dead in all senses of the word - nothing but dust and no new growth even appearing as a possibility. But this vast stretch of dust holds a secret: the land still lives, even if it has forgotten what it was, remembering only the visage of its end. Upon infusing the land with eight motes of mana, it will rise as a 30-foot likeness of that which gorged upon it, formed of the dust. It will drain the life from all that it touches, gorging upon life like the false god it imitates. Produces one Colourless mana.

Bountiful Forest, Discount Guide

A stretch of forest along a great river that is abundant even by the standards of the great forests of Bala-ged. Dotted with waterfalls, there is a tranquility to this place found in few other places; creatures found here are more intelligent than their fellows, and this trait seems to spread to new inhabitants, as introduced species will find themselves growing calmer and of greater intellect. Introducing new species to this place will not cause lasting harm to the forest, as the inhabitants are quick to adapt to newcomers. Creatures tamed here make ideal companions, still wild in instinct but wise enough to work with man easily. Produces one Blue or Green mana.

Waterfront School, Discount Scholar

A large but comfortable stone auditorium, attached to a library on a lakeshore. A place of learning of a rather unusual sort, inflaming both the mind and passions of those willing to learn. The library, which begins empty-shelved, will replace any scroll or books placed on its shelves with a copy if removed, so that all may learn if and when they wish to. The auditorium, too, is special: any speaker using it will find that they are able to convey their passionate understanding of a subject to those in the audience, and ignite the desire to learn of it in the minds of any that feel they could become disciples to the subject. Produces one Red or Blue mana.

Mobile Encampment, Discount Allies

A rather strange place in many ways, this cluster of military tents. The small tent town that makes up this land will help form a close knit group of its inhabitants, and allow them to be trained as a cohesive military unit in a third of the time you would expect. will provide one Red or White mana so long as the camp is erected, regardless of location.

Temple To A Lost Age, Discount Cultist

An old merfolk temple to the gods Kosi, Ema and Ula, representing the land, sea and sky. While the true forms of the Eldrazi are known to all in recent days, their legend was once distorted almost beyond recognition, only glimmers of truth remaining. This seems to have bled through to the temple, and false worship runs deep. Should you gather the faithful here to tell tales of gods, spirits and greater beings under the pink coral wings of Ema, your words shall be taken as truth and over time you may distort the legends of a people, changing the idols in the minds of the masses. Produces one White or Black mana.

Shifting Trees, Discount Hermit

All places on Zendikar are prone to change, but this place is particularly treacherous; more bog than forest in many ways. It is seemingly unable to remain in one place for long enough to cross it from one side to the other and back without getting lost, and is filled with bugs twice the size of men and ravenous for flesh. Others can, and will, get lost in this place, though you will find yourself able to navigate it with the only as much difficulty as any other part of Zendikar: perfect if you wish to get lost and not have others find you. Produces one Black or Green mana.

Celestial Colonnade, Discount Merfolk

A truly splendid sight, whether the result of nature or a long-gone civilization, these sandstone pillars run along the sides of a beautiful river of clear water. On infusing the stones with two Blue and two White mana, the pillars will disassemble into stone blocks and then reconfigure into a building-sized golem of stone that floats over the ground, acting as a sentry. The golem can be deployed at the discretion of the one connected to the land to defend any location autonomously, until it is either destroyed or they banish it back to its origin. The elemental itself is rather aloof, so it may require a strong hand to guide. Produces one blue or white mana

Raging Ravine, Discount human

A deep, rocky ravine filled with loose stone and sparse vegetation. The cliffside seems almost alive, the heat haze giving the illusion of the rocks breathing in the midday sun. Infusing two Red and two Green mana will cause the land itself to shake very briefly, then the loose rocks that the adorn the cliff will begin their descent; tumbling and falling and taking the form of a great crashing beast before it is sent to you, no matter where you might summon it from. This landslide elemental retains its nature, picking up stone and debris as it charges ever-foreword, growing larger and more formidable as time goes on. Much like a landslide, however, once it halts it is over; the elemental must remain moving to sustain itself, and anything that manages to stop its charge will disperse it. The elemental found here is particularly bestial, like a slightly mad hound, and surprisingly playful - at least that's the feel you get from the bond. Produces one red or green mana.

Creeping Tar Pit, Discount Vampire

A rather unpleasant bog, made worse by the deep pits of cloying tar which are near impossible to differentiate from the ever-present black mud. What does live here is either an insect seemingly placed on this world purely to irritate travelers, or a dangerously well-adapted predator of some sort. Those bonded to this land may expend one Blue and one Black mana to call up an elemental as hungry and unforgiving as the land. This tar elemental is summoned into being below the ground, where it will slowly transform its surroundings to tar before lurching upwards from beneath the earth to engulf its unfortunate prey, or if given enough time sink the foundations of structures. The elemental itself is hungry, cunning and selfish, though if you do manage to gain its allegiance through years of steady companionship or frequent feeding, it may turn that cunning to further your goals considerably. Produces one blue or black mana

Stirring Wildwood, Discount Elf

A particularly scenic forest on the edge of some grasslands, abundant with flowering trees, herbivorous wildlife and plenty of food. Still, like everything else upon the plane, even this idyllic place can defend itself - by infusing it with two Green and two White mana, you can call upon the trees themselves, forming into a towering elemental that could pluck birds from the sky. Though it is both slow and fragile for something of its size, it is nonetheless a good ally. Along with this, unlike the other elementals found here it is happier to commune with life, making for a lifelong friend should you wish to pursue such friendship. Produces 1 white or green mana.

Lavaclaw Reaches, Discount Goblin

A desolate location, where a volcano leveled by the Roil continues to bubble up to the surface, leaving pools of lava boiling up from the ground, toxic fumes, and inhospitable heat. It is, however, quite rich in resources if you can brave the land, and by infusing a Red and a Black mana you can call up a magma elemental. Infusing further Red mana into the elemental will increase its body temperature - hot as lava as a starting point and escalating from there, though it will cool rapidly, with the mana used to heat it expended at an astonishing rate. Still, a large enough infusion could set the air itself alight. Surprisingly vain for the embodiment of what many consider a hellscape, the elemental considers fire and lava the height of beauty and will do all in its power to spread them. Produces 1 red or black mana.

Drawbacks

You may take 800cp of Drawbacks plus one of the Scenarios below. Companions may take drawbacks for additional cp.

It's a big multiverse +0
If you have previously been to any other mtg jump you may have your actions from there carry over to here.

Abrasive, +100cp

There's something about you - maybe your ego, maybe you just don't like the company of others - and it shows. Either way you will find yourself putting others off in social situations. This can make first impressions difficult, but with time and effort you can have others come to view you as a friend.

Leviathan Enthusiast, +100cp

The general view on the giant octopus-like leviathans and the like is that running in the other direction is the best course of action...if only you had that common sense! You find yourself fascinated by these majestic creatures to a degree that can at times compromise common sense.

Directionless, +200cp

You possess an exceedingly poor sense of direction. While normally this would be relatively harmless, in the vast untamed and ever-changing lands of Zendikar this could easily leave you stranded among mountains or scorching-hot badlands. You will need to either maintain a guide through friendship or pay for your stay here, unless you wish to experience the very worst that bad sense of direction has to offer.

Pawn, +200cp

Some, like the vampires that once served the Eldrazi, find their minds more susceptible to the whisperings of Emrakul, and you count yourself among them. You find that the nature of the Eldrazi calls to you, and without serious resistance you will find yourself tempted to actions that would further their ends. Prior to their release this will manifest as a quiet voice urging you towards actions that will result in their freedom

Point Man, +200cp
There are many names used for those that scout ahead for the party, walking ahead with keen eyes in search of danger: point man, gomazoa bait, baloth fodder, suicidal idiots, and other similarly august titles. You will find yourself in this position in any group you choose to ally with, whether as a consequence of your own heroic drive or the others being more stubborn/luckier than yourself.

A Grim Certainty, +200cp, Can only be taken by one person.
No matter your actions, the Eldrazi will find their way to freedom within four years of your arrival: whether by the actions of those truly foolish or ignorant enough to toy with their cages, or unforeseen wear upon the hedron network.

Hedron Bound, +200cp
On your arrival, you found a diamond of white crystal upon your brow and felt your powers fading rapidly, seemingly fueling the crystal. At first this will barely be noticeable, but as the days go by you will find more of your power beyond your grasp, until three years later you are reduced to the base capabilities of your race. All is not lost though, and you may restore yourself...you merely need to break the hedron to move on with your chain. It is immune your powers, but can be overloaded with mana, though it will take a truly massive amount - perhaps if you could grasp the Knahli Heart or tap into the fullness of the hedron network, somehow?
For an additional +100cp, failure to remove the hedron will strand you on Zendikar at jump end, rather than merely removing your powers temporarily.

We Are But Dust To Them, +300cp
Before the Eldrazi, the residents of the plane register as little more than a background noise under normal circumstances, not even a hindrance to their feeding. A trait you will share with them, barring some exceptional cleverness on your part, as you will find your powers from outside the plane unavailable to you.

A Demon's Interest, +300cp, Ob Nixilis can only be taken by one person.
The planeswalker Ob Nixilis, a mighty warlord turned demon, was bound to this plane - shackled by a hedron upon his brow by Nahiri in years passed. With his spark sealed away along with much of his power, the demon withered, atrophying in power as his wings rotted away. Over the years he has had little to do but plot, and with your arrival he sees a way out: using you as a sacrifice to remove his shackles. Diminished as he is, Ob Nixilis is still an immensely powerful demon, and a rather shrewd planner, turning wheels within wheels to maneuver you into place for his long-awaited escape.

Immune Response, +300cp

Zendikar senses that you do not belong, and does not appreciate your presence. At first this will not be of overly great concern: animals will avoid you and the weather will oft be unpleasant, but over time things will escalate - animals going from evasion, only inconvenient in making hunting a bit harder, to outright hostile; the bad weather exchanged for the Roil itself chasing you endlessly. In your final years, elementals will rise to strike you down; vast embodiments of the land itself. You are not welcome here jumper. If companions take this, it stacks. Good luck - you will need it.

Misunderstood Visions, +400cp, Can only be taken by one person.

As far back as she remembers, the planeswalker Nissa has had visions dreams of mountains writhing and buzzing, of the plane's pain, of a foreigner unwelcome. The young Nissa Revane now knows your face and will associate you with the Eldrazi. This may not seem like a big issue, but even just coming into her powers she was able to summon elementals, and trying to strike her down later will be more akin to fighting the land itself rather than a single elf, as she creates and grows vegetation, summons massive elementals, and channels the vast mana of the plane. Attempting to slay her before she reaches her full potential shall simply see her planeswalk away in panic to find more allies. The presence of a voice claiming you to be one of or related to the plane-eating monsters could be damning to any alliances you may try to broker or even unite your foes far ahead of schedule.

Scenarios

Scholar teacher inspiration +0cp

The world is vast and fascinating with many varied peoples and many varied histories. As a child you visited the library of Sea Gate and drank freely of the knowledge that was available to all. While there you caught the eye of an ageing merfolk that had traveled the lands and seas in her youth in search knowledge living among the many peoples of Zendikar. In her waning years, with permission from your guardians, she took you on one last journey, joining one of the many kor pilgrimages and taking you with her to hear their stories and learn the legends passed down by word of mouth from generation to generation. When she passed nearly a year later you made a journey back to sea gate. After mourning with the kor that had been you companions that past year you said your goodbyes and departed carrying her research in a simple series of leather-bound journals to be added to the vast shelves of Sea Gate.

You would never forget that trip.

Something had ignited a desire to travel among the many people of Zendikar and record their stories so that someday another young one might be found in that vast library and you might take them to continue a life's work and find joys in the ways of other peoples. And so, purpose found, you set out, the last unfilled journal of your mentor in hands as you made your way to Akoum to continue your studies.

Your stay here will be extended to a life time and upon completion you shall find yourself easily slipping into the role of a mentor to those under you, gently coaxing out talent and curiosity. More than that your writings easily inspire new research, allowing you to be sure that even should you pass or never return your life’s work won’t end there.

Cannot take **‘a grim certainty’** with the below.

To Appease the World, +200cp

Ugin hinted that the presence of the Eldrazi had some possibly significant merit to the multiverse as a whole, but still their existence begets destruction on the scale of worlds. For years, Zendikar has acted as a prison for these great beings, holding them steadily contained by the hedron network. Still, Zendikar is less than understanding of this situation and responds violently to their presence, inciting the Roil as an immune response to try and banish the Eldrazi, and the creatures themselves will do all in their power to escape.

Starting with your arrival, the hedron network will begin to fail as the clash of these two forces finally strains it beyond its endurance; the blind eternities will begin leaking into the plane, along with lesser parts of the titans. This in turn shall agitate Zendikar to even greater heights: the Roil will whip into a frenzy beyond any before it. You must act swiftly traveler; study well both the plane and what little of the Eldrazi that has escaped along with these breaches. From this you might craft a better seal - one that does not cause Zendikar to itch and scratch and rage and leaves the titans docile - either fed through some means or rendered tranquil by others. All this, before the hedron network finally cracks in your 7th year. Should you fail it will be as though you died, even if you fled the plane, and your chain will end here. But succeed...

Your studies into the rifts and possibly the closest thing to a study of the blind eternities ever made have granted you stark insights into reality and its unraveling, allowing you to craft patterns of nothing that slice through reality itself with but a touch, and seal tears in reality itself by finding harmony between the greater background of whatever creation you reside in and the reality you inhabit.

Must take the '**A Grim Certainty**' drawback to take any of the below.

The Third Titan, +300cp

In the course of events that made up the battle for Zendikar, the greatest of the titans, Emrakul, vanished, which while concerning, was not a terrible turn of events for the allies, especially as she did not return unlike her brother Kozilek.Unfortunately, now this shall not happen, and Emrakul will remain with her siblings. While not as pervasively destructive as her siblings, life itself bends to Emrakul's whims, becoming one in mind with the great being and warping in her image. Thankfully the titan seems unfocused and seems to shy away from strong resistance; not for lack of any ability to defeat it, but seemingly more interested in subverting the less defiant. She is problematic in the extreme, but thankfully not backbreaking to the efforts of the allies...but left alone too long, her thralls will be your undoing.

The Last Pilgrimage, +600cp, Cannot be taken by Allies

Ula shall have his feast and naught shall stop it - this is your will. When the Eldrazi rose in all their majesty, you felt a call deep in your bones - a call to serve, a call to watch as your masters devoured the world and the many insects before you. Instead of leaving when the 10 years are up, you shall leave when the plane of Zendikar itself falls to the Eldrazi, with yourself as the last thing left in the wake of your gods feasting. Only then shall you be free to leave this place. The might of your masters is great but you shall not go unopposed: the least of your troubles shall be the allies and their Gatewatch. As your campaign continues the freedom of your masters shall be noticed by planeswalkers: ancient of body and mind, survivors that clung to life as the multiverse was rewritten; they shall know the threat your masters' freedom brings to all, and shall rally - much reduced they are, but old knowledge and years to adapt to their new weaknesses have left them cunning. They will bring stronger allies: servants, golems, constructs, their juniors and the dregs of Zendikar itself, then they will set upon you in forces not seen since the Mending.

In the wake of your conquest in the name of your gods several destructive truths become clear to you, allowing you to replicate the effects of Ulamog upon the world: eroding at those weaker than you and turning them to dust along with the landscape around you with your mere presence. You may of course cease this senseless destruction, but after all you have just done, I doubt you shall bother - for even demons would not do as you have done.

Jace’s Hubris, +600, Cannot be taken by cultists

The Eldrazi can only be sealed, not killed. The planeswalker Ugin's words upon witnessing the Eldrazi are not something to be dismissed out of hand, as Zendikar will soon discover. Instead of arriving three years prior to the unsealing of the Eldrazi, you shall arrive when the Gatewatch would have slain Kozilek and Ulamog, only to witness their abject failure. Rather than slaying the Eldrazi, the mana of the plane used in the attempt invigorated the titans, now drawn in full to the plane of Zendikar. The presence of the titans before was enough to warp the world with them merely dipping their hands into the pool that is Zendikar; now fully incarnated into the plane they pose a far greater threat. Ulamog's presence erodes at magic and matter at such a rate that without guarding oneself stringently with mana or some similar energy, men will become naught but dust with a moment of attention, and the distortions in space caused by Kozilek renders magic slipshod at best. The Gatewatch itself was forced to flee the plane for their own survival, and the Eldrazi's presence in full prevents their return: Ugin himself leaving what he considered a hopeless battle. You stand alone or with the backing of what is left of the Allies and must, through some miracle, realign what is left of the hedrons and seal the Eldrazi by your own power. All this, within three years before the Eldrazi consume the plane.

Should you succeed, you will then need to survive in the shell of Zendikar, no less hostile but far less abundant in resources with which to survive, as the plane begins its slow climb back to recovery. In your 8th year you shall encounter a lone elf raising patches of woodland from the dust that was once Bala Ged, recognizing you from the tales of Zendikar's saviour. She will ask to accompany you and join you in your travels should you accept. This is Nissa, weary from her failure and what she thought was the loss of her home, but wiser for it and eternally grateful for your work to save her home. She will accompany you as a companion, should you allow her, and the years of restoring the remnants of the plane have left her a rather unique understanding of life, allowing her to coax life in abundance from the deadest of worlds and a willingness to teach you what she can of this.

Alternatively, a year after the Eldrazi are slain you will be disturbed from your relatively peaceful time by a messenger from the remnants of the allies, after a merfolk scouting party in search supplies offshore ran across a truly colossal leviathan. After your success solving the threat of the Eldrazi the people again look to for aid. Resolved, you headed out with what was left of your followers at your back resolved to another battle. Fortunately that never came to pass - a merfolk woman in red armour swam up from the island-sized creature demanding the location of the Eldrazi so she might slay them. Your assertion that they had been resealed was met with disbelief and demands to see their prison, and on being escorted to and witnessing such she sighed bitterly. In a moment of sympathy you stated there would be other battles and offered to have her join you so she wouldn’t miss the next one. She accepted and now you have one more companion and a kraken large enough to be a geographic feature to accompany you on your journey.

End

You have survived - but at what cost? How many were lost, and how many saved?

Stay - Give up your travels to remain here.

Leave - Continue on with your travels.

Go Home - Return to your home plane.

Notes

Be aware that due to the extremely lethal nature of the blind eternities (the space between planes in the Magic: the Gathering setting), travelling between different planes using out of jump abilities /may/ experience unexpected difficulties, or prove harder than normal. This depends entirely on the method of travel, as some may bypass the Blind Eternities entirely, while others may not work at all. The specifics on how your preferred forms of such travel interact with the Magic cosmology are up to you; fanwank responsibly.

The Eldrazi lineages and “biology”
The Eldrazi are a race native to the blind eternities the space located between the planes of magic the gathering composed of temporal energy, aether, mana and a whole bunch of other chaotic energy. Contact with this kill almost anything not a planeswalker, warping them rapidly.

The Eldrazi themselves are massive beings that don’t inhabit space the same way we do and the broods seen on the plane are various bits of them pushing in from the blind eternities, not several independent creatures. The planeswalker Ugin compared it to a small fish seeing a person reaching a hand into a pod seeing the hand as a giant 5 limbed monster.

There are 3 Eldrazi lineages on the plane, resulting from 3 Eldrazi located in the blind eternities: Ulamog, Kozilek and Emrakul, each brood is lead by a titan - the largest portion of the Eldrazi linked to the plane - and several smaller parts that work either in tandem with the titan or perform similar actions on a smaller scale.

Ulamog the Ceaseless Gyre, titan of consumption: Bony plate helm for a head with no eyes, a humanoid torso, and arms that split into two at the elbow; the lower half of his body is made of flesh-covered tentacles. Drains mana and reduces matter, living or otherwise, to dust with proximity. Is followed by a hoard of processors: smaller Eldrazi of his brood that work consumed mana into spell-like effects resembling magic superficially. Stinks of rotten flesh and sulfur, and spreads disease where it goes as much as destruction. New drones and members of the brood grow from larval to wolf-sized in 10 days and grow larger from there. Brood characterized by bony plate and tentacles for locomotion.

Kozilek, the Great Distortion: humanoid body with eyes near their joints and tentacled lower half. Chitinous plates cover a lot of the titan, and black dots where holes in reality are made by its motion coat its body. Distorts reality with its presence. Brood characterized by eyes near joints and floating geometric shapes; holes in reality around them. Touching the holes in the reality obliterates pretty much anything, but they are noted to never actively use this property for offense. Yes, the Unreal Crown item is made of the same stuff.

Emrakul, the Promised End: A giant, tentacled flying island of coral-like structures that releases an aura of terror, reminding people of the terror of the void and twists the living - including planes - into parts of her whole she is by far the largest and most powerful of the three Eldrazi. Passively and actively mind-rapes anything within miles of her; warps flesh into eldritch pieces of her and adds the living to her gestalt. She is also a massive cheaty bitch and can mind-rape people into casting for her, and from what we know wants a willing conquest; she tends to twist those that want something and give them what they want while helping the gestalt. She can wield massive amounts mana, subvert the planes mana as her own, and turn both inorganic and dead matter into part of her brood as well. The gatewatch, with additional help in Innistrad, failed to even come close to beating her after defeating both other titans at the same time on Zendikar. Thankfully if you leave things to canon, Nahiri will lure her off the plane pretty early in the conflict.

Yes you can learn most of these types of magic in-jump. Purchasing them grants you 15+ years' experience from your background or dumped into your head as a Drop In. You also learn twice as fast, innovate twice as fast, and get about 50% more power than you would if you learned them manually.

Manavore: you may forgo the sustenance drawn from the land as you feed for a second mote of mana.

Devoid: affects active casting, so if you enchant a sword with fire while Devoid's off and then toggle it back on, it's still a normal fire sword and vice versa.

Animist elementals are based on the place you draw them from - mud and trees with arms and legs in a forest, serpent made of water in the ocean etc. Also Animists, unlike most MTG magic, is inherited.

Lithomancy:
The Lithomancy sense thing will let you map out what's underneath you stone wise, finding mineral deposits, different kinds of stone materials you need, etc. etc., as well as function as a rudimentary 'tremorsense' with some practice.

To begin with you will be able to stone forge masterfully and wield the hedrons.
Within a decade of study you will be able to craft structures similar to the hedrons, able to store mana attuned to one particular foe, weakening them or binding them.
Within three decades of training you will be on par with Nahiri. Any perks that would help you study the flow of mana stone or general learning perks will accelerate this process.

As to what you can contain in it, Sorin bastardised it on Innistrad to make the helvault which was a pocket dimension prison for demons. It stores mana in the hedrons, Nahiri bound Ob Nixilis' spark with it, and so on; if it's magic and you understand how it works, you can most likely find a way to seal it up with lithomancy. And you can enhance stonefored objects with mana to achieve various effects such as modern lithomancer using smaller hedrons as wards against the Eldrazi.

Ok combo notes a few items and perks interact with each

Hedron notes+lithomancy: you have the instructions for the creation of hedrons.

Rally+animist: lets you rally the world you are on calling it to your aid against threats to it, bringing forth colossal elementals and increasing your available mana drastically.

A feast for the gods is far far easier to utilise with animist or lithomancer to arrange the mana.

Unreal crown boosts direction without a name granting you greater control while worn.

Devoted dagger+faith is its own reward: doubles the effectiveness (for you not your followers) of faith is its own reward when the dagger is used.

Manavore+last pilgrimage reward allows you to feed passively as your aura destroys the environment and removes the cap on mana gained in a day.

Unreal crown+to appease the world reward: lets you craft sweet hats out of unreality for your friends.

Ok Adapted To Change notes

- You need to understand what your casting and how it works, as you will be inverting that - this isn't good for freeform or instinctive magic unless you have studied how it works.
- Process wise you are doing stuff like putting out a candle in the new opposite spell, if the spell you're changing called for one to be lit. Or having a choir sing in total dissonance if the original spell required harmony.
- This is an inversion of the mechanical effects of a spell not the result - Eg: Avada Kedavra, the HP spell works by separating the soul from the body, so a 'reverse AK spell' would let you shove a soul into a corpse to raise it but wouldn't be a general rez spell.
- How long the inverted magic takes to develop scales with the complexity of the original magic - the opposite of a flick and a swish of a wand will take a few days so long as you understand the hows and whys, a complex mathematical theorem will involve figuring out the proofs and having the results of the two spells equal zero or some other math bullshit.

Rally is a log mechanically - 10 troops, you'll see them fighting about twice as well individually; 100 troops, 3 times as well; 1000, 4 times and so on. Troops must willingly follow you - telepathically linked army fine, telepathically enslaved army not fine.

Faith Is Its Own Reward: the degree of rejuvenation scales with the sacrifice; a rat would heal a cut, a goat a broken arm, human sacrifice a debilitating wound, so on so forth scaling up. The fortification is tied to regular sacrifice; if they maintain it your followers will be about twice as hardy as they would be otherwise before factoring perks for jumpers and companions.

Waterfront School makes mundane copies of tomes and scrolls. No making infinite badass overlords. (I know, I wanted to as well which is why I closed that option DX)

Motes are a reasonable guideline so I could quantify how much you can draw from a land and how much you can do with it - if you wish to play it more organically that's fine, it's there so I can get a reasonable guideline on feats and possibilities with mana and where channeling too much gets dangerous.

Changlog 1.1
Added devoted dagger flavor text
minor consistency fixes
added clarifying notes on perks
added notes on eldrazi
added scenario 'To Appease The World'

changelog 1.2
free factions.
Followers now have clarifications on race choice.

Added scholar teacher inspiration.

1.3
More fucking editing
Added combos
Reordered lands to make sense
Wave 3 edits

1.4
discounts corrected