

MAGIC THE GATHERING: FIORA CONSPIRACY: TAKE THE CROWN



Fiora is home to countless intrigues and plots. A plane of vast natural beauty, its powerful city-states are divided by vast wilderness and treacherous seas. The high lords of the High City of Paliano vie for supremacy.

Move is met with countermove, and trust with betrayal, all under the auspices of the monarch of the moment. Those who sit in the legislative seats of the High City control the vote, and laws issued from Paliano mystically bind the populace.

Murder, manslaughter, and violence have never been outlawed — in fact, they are tools utilized by politicians and nobility regularly.

Outside of Paliano, the populace lives in smaller towns run by the local government equally rife with corruption and back-alley dealings. The expansive wilderness of Fiora remains unexplored.

You have 1000 CP to spend.

LOCATION

Roll 1d8 for your starting location, or pay **100 CP** to choose.

Roll 1d8+17 for your age. You may choose your sex for free.

1 – The High City of Paliano:

The capital city-state is raised on an enormous platform. Cogwork elevators and a massive staircase allow ascent to the city from the Lowlands.



2 – The Lowlands:

The Lower City of Paliano. They spread for miles around the High City.

3 – Talon:

An unremarkable neighboring town.

4 – Drakeston:

A ghost town. It was completely wiped out, empty by the time you arrive.

5 – Kinnesta:

A neighboring empire. Its secrets are its own.

6 – Trest:

An elven port city-state and the primary rival of Paliano.

7 – Omenpath Journey:

Something went very wrong in your jump, causing you to arrive on the plane of Thunder Junction instead. You need to find an Omenpath that leads to Fiora before your ten years are up or you'll stay on Thunder Junction forever.

8 – Free Pick:

Congrats! Pick any starting location.

ORIGINS

You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.



Peasant (Free)

The peasant is at the absolute bottom of the hierarchy, driven by sheer desperation, but even a peasant can unexpectedly defeat a monarch. You have nothing to lose and can do anything to survive or overturn the odds.

You excel at bringing down those who stand above you, turning their strength into your opportunity.

Knight (100 CP)

Perhaps not a knight as you know them: You could just as easily be a scheming councilor, cunning spymaster, or political manipulator. You work to influence and enforce the decisions of the powerful. True power often lies not with the ruler, but with those who guide their choices.

Noble (200 CP)

Born into the treacherous aristocracy, you've been raised in an environment where assassination attempts are birthday traditions and poison-tasting is a required skill. You understand the weight of the crown and the burden of maintaining power once seized.

Explorer (Free)

You seek truth and treasures beyond the corruption of the cities. You've ventured into Fiora's vast wilderness, made contact with its hidden peoples, and learned that sometimes the greatest gains come from mutual benefit rather than betrayal.

PERKS

The **100 CP** perk from your chosen origin is free.
Other perks from your origin are half-price.

=== General Perks ===

You receive a **200 CP** stipend to spend exclusively on General Perks.



Conspiracy (100 CP)

You understand plots, schemes, and hidden agendas. When multiple parties are working toward conflicting goals, you can sense the general shape of their plans even without concrete evidence. This doesn't reveal specific details, but gives you an awareness of when you're standing in the middle of someone else's machinations. You know when to be paranoid.

Take the Crown (100 CP)

You have an instinct for identifying when valuable positions, resources, or opportunities become available, and you're skilled at being the one who claims them. Whether it's a vacant leadership role, an unclaimed inheritance, or simply knowing when to speak up in a meeting, you find yourself in the right place at the right time to seize what's being offered.

Court Etiquette (100 CP)

Fiora is fundamentally about political intrigue over warfare. Everyone has something to gain and lose in the political struggles. This perk gives you the knowledge and decorum to function among the nobility. This doesn't boost your charisma, but you won't offend your potential executioner by bowing incorrectly or embarrass yourself in court by eating with the wrong fork.

Dealer of Death (100 CP)

A network of contract killers and mercenary informants across the criminal underground, people who trade in death and secrets. You know how to reach them, how to speak their language, and how to negotiate their services. While not master assassins themselves, they excel at providing information about targets, security weaknesses, and potential threats against you. Can handle small hit jobs on their own, but nothing major.



Hidden Agenda (200 CP)

Your true goals and motivations are exceptionally difficult to discern. Even mind readers or empaths will struggle to figure out your intentions. Investigations into you come back inconclusive. This extends to magical and supernatural methods of detection as well as mundane observation. No one knows what you're planning until it's already come to fruition.

Double Agenda (200 CP)

You construct layered plans where every outcome advances your position. When you involve yourself in conflicts or schemes, you identify ways to benefit from multiple possible resolutions and position yourself accordingly. Whether the king or the usurper wins, whether the deal succeeds or fails, you've already arranged things so you come out ahead.



Draft Matters (400 CP)

You have a talent for recognizing potential and building effective teams.

When recruiting allies, forming organizations, or assembling groups for specific tasks, you can identify individuals whose skills and temperaments will complement each other and work toward your goals. You can also spot when someone would be a poor fit or harbor conflicting loyalties.

Scheming Symmetry (600 CP)

You've mastered the art of long-term political maneuvering. You can

maintain dozens of active plots simultaneously, adapting them as circumstances change while keeping track of how they interact and support each other. You have a sense for which pieces need to be moved now to enable victories later, and even when individual schemes fail you can often salvage partial victories or use the failure to mask other successes.



One for you, one for me. What could be more fair?

=== Peasant Perks ===



Dethrone (100 CP)

Whenever you choose to face an opponent who is stronger, wealthier, or more established than you, you grow stronger. You permanently gain a tiny fraction of their strength each time you challenge someone above your station. These bonuses are small individually but can stack infinitely.

Havoc Raiser (200 CP)

Rather than doing everything yourself, you know how to turn the enemies of your enemies into your friends, by pitting them against each other and guiding their aggression away from you. Whenever you cause chaos or conflict between your enemies, you gain opportunities to profit from the confusion by stealing their resources, recruiting their disillusioned followers, or simply pushing the advantage while they're distracted with each other.

Regicide (400 CP)

You have an understanding of how to topple those in power. You can identify the key supporters, resources, and symbols that maintain someone's authority, and you know how to undermine each of them. Your attacks against authority figures both physical and systematic are enhanced, bypassing whatever defenses would normally protect them.



The Black Rose (600 CP)

When you defeat someone in a position of power, you can claim their position and authority as your own. This transfer is recognized as legitimate by all relevant parties, including magical systems, divine mandates, and bureaucratic structures. You instantly gain the knowledge needed to maintain this position and inherit all the resources of its previous occupant, though using it effectively still requires wisdom.



No matter how busy my schedule gets, I always try to take time for that personal touch.

=== Knight Perks ===



Will of the Council (100 CP)

You can force most decisions to be made democratically, even in autocratic systems, and your voice carries exceptional weight. You can see how each person intends to vote and why, allowing you to tailor your arguments perfectly. In any vote or council, you get one additional vote beyond your normal allocation, and you can influence votes better than any politician.

Council's Dilemma (200 CP)

You excel at legal loopholes and framing choices so that all options favor you. You structure decisions to trap opponents between outcomes they find distasteful or that benefit you. Even those who see through the manipulation must still vote, and you always benefit from their decision. Your ultimatums mean they simply choose whether you win, or they lose.

Spymaster (400 CP)

You quickly gain tactical insight about any opponent you face, either directly in combat or indirectly through political maneuvering. When you land a successful strike, it reveals concrete information: an opening in their guard, a tell before they move, how they favor one side, or which attacks they're likely to use next. Multiple hits build a clearer picture of their capabilities and habits.



Captain of the Guard (600 CP)

You thrive when facing multiple opponents, whether they attack with daggers or decrees. The more enemies engaging you, crossing blades in combat or matching wits in court, the sharper your skills become. Each additional opponent grants you heightened speed, empowered strength, and sharpens your mind. Parry each attack and counter each plot with devastating precision.



One who ruled willing subjects would need no such protection.

=== Noble Perks ===



The Monarch (100 CP)

You receive constant benefits simply from holding positions of authority. Resources flow to you naturally, supporters appear when needed, and your decisions carry enhanced weight. Any position of leadership you hold is automatically more powerful and influential than it would be for others.

Protector of the Crown (200 CP)

Whether through assassination, political maneuvering, or open rebellion, you recognize how to turn attempts to undermine your position into opportunities to strengthen it. Failed coups let you purge disloyal elements, survived assassinations rally supporters to your cause, and political attacks expose your rivals' weaknesses. You're skilled at identifying threats while they're manageable and converting opposition into grudging acceptance.

Privileged Position (400 CP)

Once you legitimately gain a position of power, it becomes nearly impossible to remove you from it through any means other than your voluntary abdication. Coups fail, assassination attempts get nipped in the bud, and legal challenges find themselves tangled in bureaucracy. You must misuse your power catastrophically for this protection to fail.



King Eternal (600 CP)

Your rule transcends normal limitations of mortality and presence. You can rule multiple positions simultaneously without conflict, govern effectively while absent, and even maintain your authority after death. You have no need for enforcers or representatives. Your reign is a conceptual force that only ends when you are overthrown by force or when you choose to relinquish it.



My rule persists beyond death itself.

=== Explorer Perks ===



Parley (100 CP)

People tend to hear you out when you call for parley, even your enemies. When you engage in these exchanges, you extract slightly more value than your partners. You give something up, but you get more in return. While everyone gains something useful from the exchange, you consistently walk away with more valuable intel or resources than what you gave up.

Explorer Returned (200 CP)

You're a natural at drawing power and resources from the land. You can tap into land mana more efficiently than others, drawing power from even modest territories. Without forming a permanent bond to the land, you're still able to draw mana from it so long as it's nearby. Additionally, you can identify the best hunting grounds, richest mineral deposits, and other natural resources within hours of arriving somewhere new.

Eager Trailblazer (400 CP)

You can find or create untouched frontiers even in fully explored worlds. By venturing beyond the map, you can discover new territories that somehow existed just outside everyone's perception. These lands are always rich in resources and rich in mana that you can draw from, as well as free from the political entanglements of established civilization.



Heart of the Wilds (600 CP)

You can communicate and negotiate with anything. Animals, plants, spirits, and even abstract concepts like the mana from forests or a literal mountain. These entities recognize you as a legitimate negotiating partner and will seriously consider deals that benefit them. The wilder and less civilized something is, the more favorably it views you.



*These people come from their cities and think to tame the wilderness.
They forget that here, the wilderness has a head start.*

ITEMS

You receive a **200cp** stipend to use in this section only.



Basic Lands (100 CP)

Plains

Island

Swamp

Mountain

Forest



You obtain about one square kilometer of land for each, attached to your warehouse. They are rich in mana, and you can draw from them even across planes. Lands are what provide the mana for spells in the blind eternities. The lands provided here are supplemental to your natural mana reserves.

Rogue's Passage (100 CP)

An elegant residence in the city of your choice, complete with access tunnel, escape tunnel, and treasure vault. The house is legally yours in perpetuity and warded against scrying and intrusion.

Technically a land, and can be tapped for colorless mana.

Treasure Tokens (100 CP)

A substantial, regenerating fortune. Gems, precious metals, and valuables. Uniquely, these treasures can be tapped and sacrificed for any color of mana, making them useful for magic and artifice as well as currency.

Spy Kit (100 CP)

A collection of tools for the discerning plotter: masks, false documents, hidden blades, poisons, antidotes, and everything else needed for proper conspiracy work. Self-replenishing and updates for each setting.

Cogwork Librarian (200 CP)

An artificer construct with perfect memory and organizational skills. It maintains your records and can instantly retrieve any information you've acquired. Absolutely loyal and immune to corruption or subversion.



Wilderness Journal (200 CP)

A detailed journal describing an explorer's travels through the wilderness, including notes on flora and fauna. The notes are detailed enough that you can grasp the concepts of creatures detailed within, enough to summon them yourself using land mana that matches the color of the creature.



Imperial Seal (200 CP)

This signet is a tool for ensuring you have what you need, when you need it.

Press the seal onto a letter naming what you require, and the crown will conspire to place that exact resource directly in your path. Each use leaves you feeling drained and vulnerable, but it's a small price for such perfect convenience. The more difficult the request, the longer it might take to procure, and the higher the price when you acquire it.



Daretti's Workshop (400 CP)

The master artificer has left behind the keys to his personal kingdom. The man is a genius at finding value in discarded materials and building mechanical wonders. Study his notes and practice with his tools, and you'll glean this knowledge. The workshop has access to his remaining resources and a list of contacts and mentors in the greater artificer community.



You call yourself machines? Where's the elegance? Nothing but ugly piles of scrap.

Dack Fayden's Gauntlet (400 CP)

Dyed a deep red to the elbow, this glove belonged to the self-proclaimed greatest thief in the Multiverse. It grants the wielder psychometry, the capability to absorb knowledge from objects by touch. You can use this ability to absorb the spells of enchanted items or people you touch, using them with remarkable efficiency as if you'd mastered the spells yourself.



Some treasures aren't worth finding, let alone stealing.

Throne of the High City (600 CP)

The legislative seats of the High City control the vote, and laws issued from Paliano mystically bind the populace. This ornate throne manifests wherever you hold legitimate authority, whether over an organization or over the land itself. While seated, you become immune to all foreign laws. No court can judge you, no prison can hold you, no mandates can bind you. Your own decrees are drafted in magic, enforcing them on all you govern. Your word becomes law within your domain.

Additionally, any place the throne appears becomes a land you can tap for colorless mana. The more you control, the stronger your magic becomes.



A shining symbol of Paliano's true ruler—ambition.

Companions

You receive a **200 CP** stipend to use in this section only.



Recruiter of the Guard (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains an extra **200 CP** to spend.

Expropriate (200 CP)

Choose any non-Planeswalker character from Fiora and take them with you on your chain as a companion. Your fate will be intertwined with theirs, giving each of you plenty of opportunities to get to know each other. They get all perks from the origin that fits their background and **600 CP**.

Commander Legends (300 CP)

Choose a canon character, custom companion, or import a companion. This companion becomes your commander. They can retreat to a pocket dimension called the command zone whenever they would be killed or destroyed, and will return once they've recovered. They develop their own bonds with lands, a renewable and infinitely expanding source of mana that they can always draw from. Finally, they gain a library of spells, creature summons, and artifacts that they can cast, with more powerful options becoming available the longer they've been in a world.

They get all perks from any origin and **an additional 600 CP** to spend.

This can be purchased additional times for **200 CP** each.

Redric, Impulsive Anarchomancer (100 CP)

Redric is a Lowborn goblin too simple for courtly intrigue. His philosophy is straightforward: if you have more stuff than him, he'll fight you for it. Since

the wealthy are invariably corrupt nobles, his brutish looting sprees are hailed as heroic acts by the common folk. This irony is completely lost him.

Redric's natural charisma works people into a frenzy, making them fight harder. And when they do, he profits from the chaos, stealing information and resources. However, valuables might also be lost in the following razing.

He receives all perks from the **Peasant** origin and **600 CP** to spend.

You can import a companion into this role.



Syr Joan Benson (100 CP)

Syr Joan is a down-to-earth knight of Paliano. Reliable, uncomplicated, and with a good dose of common sense. Syr Joan will always take you at your word and trust you implicitly. She is loyal, not just to the rank, but also to the people she works with and is willing to disobey orders in order to help them.

She is an expert at sharing intelligence, and excels at gathering information through combat or other military means. Nothing to do with espionage surprises her anymore.

She receives all perks from the **Knight** origin and **600 CP** to spend.

You can import a companion into this role.



Aragwen, Duchess of Santuo (100 CP)

Lady Aragwen, first scion of a duchy appointed by Marchesa herself, is the very picture of refined grace and nobility, but her heart and soul are black. She's cunning, skilled, and harbors perverted, sadistic tendencies. Capable of brilliance, she prefers lounging on silk sheets and indulging in afternoon naps, fine wines, gourmet meals, and being pampered by attendants. Aragwen holds a relatively low position in Marchesa's court, but her position is unassailable. Aragwen controls a network of spies and assassins far above what her status would imply, and delegates tasks among them efficiently.

She receives all perks from the **Noble** origin and **600 CP** to spend.

You can import a companion into this role.



Rudy, Redhood Outlander (100 CP)

A member of the Redhoods, a faction of daring trackers that live in the uncharted wilds. Rudy is fast and experienced with traversing any kind of terrain. Neither the sharpest thorns nor the foulest beasts slow her down. She draws mana effortlessly from lands, and it's possible for her to share this mana with you. She uses this mana to call the wild, cultivating nature and summoning powerful creatures to her aid that she fights harder alongside.

She receives all perks from the **Explorer** origin and **600 CP** to spend.

You can import a companion into this role.



CONSPIRACIES

Every advantage comes with a price, and every scheme leaves you vulnerable from another angle.



You must take at least one conspiracy in this jump.

In future jumps, each conspiracy you take here becomes a perk that you can toggle on or off, with its negative effects completely removed.

Advantageous Proclamation

The right information at the right time is worth more than irrelevant volume.

You acquire precisely the information you need when you need it. When pursuing a specific goal or investigating a particular question, relevant intelligence falls into your lap with remarkable reliability.

However, this focused efficiency comes at a cost. Building comprehensive intelligence networks or accumulating archives of information proves difficult for you. Information comes in useful pieces, not complete pictures.

Backup Plan

Never commit so fully that you cannot walk away.

Exit strategies, contingencies, and fallback positions. You keep resources in reserve, establish multiple options before committing to any single course, and position yourself to retreat or pivot when plans go awry.

The cost of this flexibility is reduced momentum and impact. You never hit as hard as those willing to commit everything to a single strike. Your attacks are measured, your investments hedged, and alliances kept at arm's length.

Sovereign's Realm

Within my domain, I am absolute. Beyond it, I am merely ambitious.

You're most effective when operating from a position of established power. Whether commanding your own territory or leading an organization, you excel at administration, internal security, and consolidating control. The weakness is equally pronounced. You're significantly less effective when operating without established infrastructure or institutional support. Infiltration, going undercover, building power from nothing, or operating alone in hostile territory: These situations find you notably disadvantaged.

Power Play

The throne is yours. Keep it if you can.

You begin in an exceptional starting position. Wealth, authority, connections, and institutional power. A noble with a fiefdom, a merchant prince with vast trading concerns, or a military commander with troops at your disposal. You skip the grind and begin pre-established before your foes can react. But with the throne comes the target. Your early advantages come with obligations, expectations, and challengers. You'll spend effort defending what you have rather than expanding it.



Worldknit

Why build when you can borrow?

You possess a talent for forming temporary alliances, acquiring resources you don't own, and leveraging other people's assets. You can convince others to lend you their soldiers, use their safe houses, access their networks, or front you material goods with ease. However, you prove nearly incapable of building permanent infrastructure of your own. Organizations you try to establish drift away or fall apart. Property you acquire tends to become complicated or slips through your fingers.

Echoing Boon

United we stand. Divided we fall to pieces.

When working with allies toward a common goal, coordinated efforts succeed beyond what the sum of individual capabilities would suggest. Plans integrate seamlessly, skills complement perfectly, and the group achieves results that would be impossible for individuals working separately. You're less effective when operating alone or when your allies aren't fully committed to the same immediate objective. Solo operations feel clumsy and prone to complications. Even with allies present, if you're pursuing different goals or have conflicting priorities, the penalty applies. This makes you dependent on others in a way that can be exploited.

Hymn of the Wilds

Claw and fang, root and stone. These are the truest forms of power.

Whether commanding beasts or fighting personally, you embody raw, primal power. Summoning magic comes to you with ease. Creatures are stronger and require less effort to maintain. Your own physical capabilities are similarly enhanced; strength, speed, toughness, endurance, and instincts. This comes at the cost of sophistication. You can manage basic utility spells with effort, but advanced magic or combat magic is largely beyond you.



Summoner's Bond

A general is only as strong as the army they lead.

Your companions gain an extraordinary boon. They can access and utilize your perks, abilities, and powers as if these capabilities were their own. You can build a team who each carry the full weight of your accumulated power.

The cost is significant dilution of your own capabilities. Every perk you possess operates at reduced effectiveness. This makes you easy pickings for anyone with the means to target you directly. Keep guards, stay vigilant.

Natural Unity

All lasting change comes through evolution, not revolution.

Natural charisma and an understanding of how to work within established systems and hierarchies. People see you as reasonable, trustworthy, and capable of bridging divides. You can reshape kingdoms through words alone. In exchange, you are incapable of pursuing revolutionary change or violent upheaval. Breaking systems rather than reforming them goes against your nature. You must fix institutions and build them from within, excising corruption without breaking the system down and starting anew.

Iterative Analysis

Patience turns good plans into perfect ones.

You excel at methodical preparation and calculated long-term strategies. Analyze a situation, research your opponents, and refine your approach.

Your plans become stronger the more time you invest in them.

However, you struggle with immediate action. Split-second decisions, rapid response, and fleeting moments all prove difficult. You want to brainstorm, ponder, and consider before acting. Opportunity slips through your fingers.



Incendiary Dissent

Let them all burn. Even those who warm themselves at my fire.

Your presence catalyzes conflict. Factions that would cooperate against you fall into bitter disputes. Alliances crumble before forming. Your opponents' organizations tear themselves apart with internal strife and power struggles, but this applies to everyone.

Your allies prove contentious and difficult to keep unified. Followers develop rivalries, disagreements escalate quickly, and cohesion requires constant effort. The better organized your opposition, the more devastating this conspiracy proves against them, but the same applies to your own forces.

Secrets of Paradise

The wild places sing with power that cities can never comprehend.

You connect to lands and the mana they provide. In forests, mountains, plains, islands, swamps, and other power spots, you tap the land for mana efficiently. Your magical abilities strengthen, your stamina increases, and you feel more capable and alive. In nature, you are exceptional. The cost is discomfort and reduced capability in developed environments. Cities drain you. The more removed from nature an environment is, the more diminished you become. You can't draw mana from the artificial.

Unexpected Potential

The mightiest oak spends years as merely a seed.

Your true power requires time to manifest, but when it does, it exceeds all limitations. For the first year of your jump, you're reduced to your body mod. All perks, items, and abilities remain completely inaccessible. You must survive on your natural capability, wit, and whatever allies you can gather. After that first year passes, everything unlocks simultaneously in a cascade. Every perk, every ability, every power you've accumulated returns all at once and operates at enhanced effectiveness. Can you endure that dangerous first year of vulnerability to claim your true potential?



DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.



Lowborn (+100 CP)

The stench of the Lowlands clings to you regardless of your achievements. Nobles instinctively dismiss you as an upstart. Your political influence is perpetually diminished. Your vote carries less weight, your proposals face extra scrutiny, and even if you have a noble title, no one respects it.

Grenzo's Rebuttal (+100 CP)

Whenever you achieve something significant, ogres and goblins start fiery riots. While not directly aimed at you, they always manage to disrupt or delay your greater plans. They aren't threatening, just annoying. If you can find their ringleader you might be able to pay him off in cash, or favors.

Curse of Verbosity (+200 CP)

You cannot help but overshare. When questioned, challenged, or even mildly engaged in conversation, you compulsively provide more information than necessary. Enemies who engage with you always walk away knowing more than they should, and you find it impossible to lie by omission or keep secrets through silence. Your honesty is always excessively detailed.

Adriana's Valor (+200 CP)

You're on Adriana's list. Captain Vallore thinks you're either colluding with Marchesa, or at least opposed to Adriana's own plot to overthrow the monarchy. She's actively investigating you and, while she might lack the subtlety of other saboteurs, her direct intervention could catch you off guard if you find yourself distracted or locked down by opposition agents.

Council's Judgment (+400 CP)

The ghost of King Brago haunts you. The deposed king is a tentative ally to you and his Custodi attendants are on your side, but they have no real power in the court. Their demand is simple: By the end of your time in this world, you need to be the reigning monarch of Paliano and return the throne to Brago, its rightful heir. If you don't, you will suffer and perish as he did, betrayed and destroyed by those you trust.



Thorns of the Black Rose (+400 CP)

Queen Marchesa d'Amati, the Black Rose herself, sees you as a genuine threat to her rule. She'll use every resource at her disposal to destroy you politically or physically. Her network of spies and rogues control most of the city. She and her contacts cannot be killed, returning even if you do. If you do manage to become more established than her, she'll send increasingly more deadly assassins at you until you're either dead or beneath her.



Kaya, Ghost Assassin (+600 CP)

Kaya Cassir is a roguish duelist and master assassin with the ability to become partially incorporeal, allowing her to slip through solid items and to touch and assassinate spirits. Even while solid, she moves noiselessly.

Kaya is also a planeswalker. Kaya has fought people, creatures, and other planeswalkers across the multiverse, and has experience with supernatural threats and otherworldly powers. Your abilities as a jumper aren't particularly interesting or unique compared to what she's seen before.

And right now, she has your name on a contract she intends to fill.

She's able to avoid most forms of direct attack, able to slip past most forms of defense, and only becomes more powerful and more dangerous the longer she's allowed to remain a threat. Even if you defeat her, it's entirely possible for her to planeswalk away before you land the killing blow, returning after a year of recovery as strong as she was when she left.



ENDING



Stay Here:

You remain in Fiora forever. Perhaps you've claimed the throne permanently, or found something worth staying for among the conspiracies and nobles.

Go Home:

Return home, resuming your life with everything you have attained so far. Maybe consider a career in politics?

Continue Your Chain:

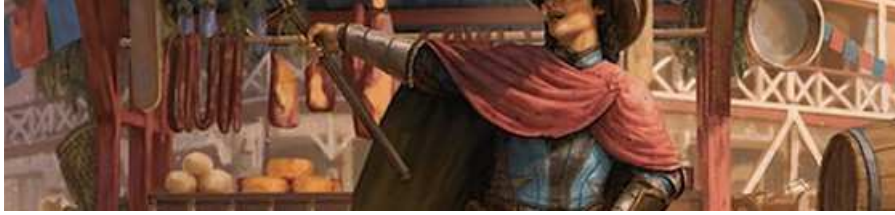
Move on to the next jump. The conspiracies of Fiora have prepared you well for whatever intrigue awaits in your next destination.

Planeswalker Spark?

Several planeswalkers have ignited their sparks on Fiora. It's entirely possible that you would be able to ignite yours here, too. If so, congratulations.

NOTES

The reason Omenpath Journey has you start on Thunder Junction is because one of Fiora's few mentions in recent sets involves cookware from Fiora being peddled there.



It should be easy to find an Omenpath back to Fiora. Don't worry about it too much.

Lands

Lands as a magic system is referenced in the jump, but this jump has a much smaller focus on lands than other MTG jumps, so I won't go into detail explaining it here.

Lands are usually given their own section in MTG jumps, but Fiora only has two land cards and both represent Paliano, so I just included some in the items section.

Companions

Queen Marchesa should be easy to convince to abandon her throne and join you as a companion, since she showed up as a cowboy in a later set with no explanation given. If you took the drawback that makes her your enemy, that might actually work in your favour if you intend to ask her to join you. She'd appreciate you as a worthy rival.

Despite not being a set designed for commander specifically, Brago and Marchesa would each become among the most played commanders in the Commander format. Leovold is banned from the format completely, and even Edric saw niche cedh play.

Commander Legends lets you import a canon character or custom character *without* purchasing them as a companion first, and they receive the perks and starting CP they would have had if you did. Their CP cost is included as part of the premium, to help new companions from this jump keep up with ones you're bringing in from other jumps.

Redric is Edric, Joan Benson is John Benton, Rudy is Ruby.
These are the commanders of my favourite edh decks!



Conspiracies

I considered releasing the jump without conspiracies, but it's the set gimmick and the whole set's named after it. It would be weird not to include them, right?

Any conspiracy that negatively affects your followers or organizations, like Incendiary Dissent, won't negatively affect your companions.

Summoning magic, as mentioned in Hymn of the Wilds, is a common type of magic in this setting. It applies both to creating creature constructs out of mana, as well as calling existing animals and creatures that exist in the world to your aid. Creatures refer to beasts and monsters as well as people, individuals, and machine constructs.

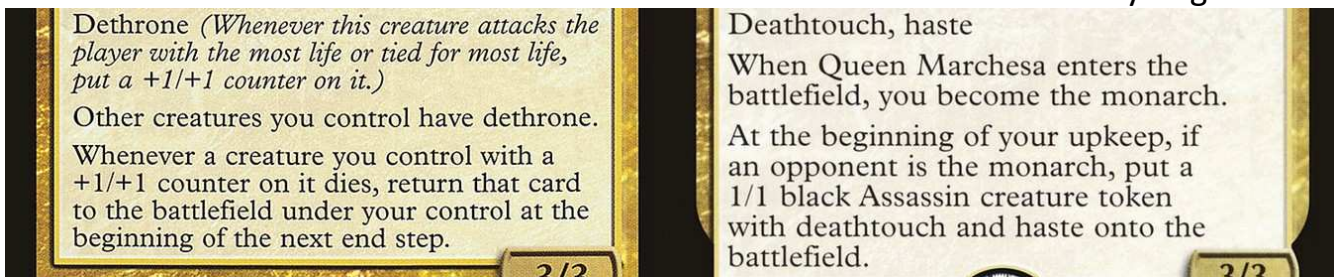
Drinking game: Take a shot for each "however" or "cost".

Look, each one has an upside and a downside. I can only rephrase that so many times.

Drawbacks

Council's Judgment is based on a card that is remarkable for being a removal spell that doesn't target, and thus gets around most forms of protection. Unfortunately, this applies to most forms of jumper protection as well. Assume it's a chain loss if you fail.

Thorns of the Black Rose is based on how Marchesa works mechanically in-game.



Kaya is basically a Mary Sue. Don't fuck with her if you aren't already godlike.

If you take the Kaya drawback, you're basically dealing with a full board of her.

<https://scryfall.com/search?q=kaya+t:planeswalker>

She's not merciless. If you can't beat her in a fight, she might still be reasoned with.

Ending

If you want an idea of the kinds of spells, creatures, and artifacts that you might have encountered or added to your library during your time on the plane:

<https://scryfall.com/search?q=art:fiora>

If you prefer using a pack simulator:

<https://mtgen.net/cns/> <https://mtgen.net/cn2/>