

# STREETS OF NEW CAPENNA



New Capenna is a city of steel and chrome that rises from a plateau of vast emptiness and long-abandoned townships, a testament to the might of its long-forgotten founders. The city is surrounded by a skirt of wires and a shield of diffuse Halo, the very essence of the angels. This barrier that the builders had left behind remains, a last bastion of hope against a great, now forgotten evil. Outside the city, the plane is desolate and devoid of life.

The city is encased in a dome that keeps it consistently temperate. Though it has a government, it is so ineffectual that you will not learn its name after living on the plane for multiple weeks. Rather, the monopoly on violence within the city is wielded by its five ruling families.

New Capenna is reliant on Halo, with myriad uses including as a healing elixir, for teleportation, and to enhance spells. Its importance to the city's society has caused it to be used almost as currency, and shortages are a cause of citywide tensions.

Please. Take this, planeswalker.

**+1000 CP**

## **Race, Age, & Gender:**

The citizenry of New Capenna are diverse. You may choose your age and gender for **free**. You may also choose one of the following races for **free**: Human, Elf, Ogre, Cephalid, Rhox, Devil, Raccoon

## **Location:**

Roll 1d6 to determine your location, or pay **100cp** to choose.

### **1. The Caldaia**

The Caldaia is the bottommost borough of New Capenna, the industrial heart of the city full of factories, warehouses, and titanic infrastructure. The structural columns of New Capenna stand mighty here, dwarfed only by the power of the Riveteers who call the Caldaia home. Though the Caldaia might lack the glamor of Park Heights or the cutthroat striving of the Mezzio, it is animated by purpose, grit, and gumption. Without the laborers of the Caldaia, united and organized by the Riveteers, New Capenna would grind to a halt.

### **2. The Mezzio**

The Mezzio is the vibrant, striving, densely populated, and largest borough of New Capenna, and forms the city's cultural heart. The middle layer of the city, the Mezzio never sleeps. Whether it's commuter traffic up from the Caldaia or back down from Park Heights, the streets of the Mezzio are always busy, always humming with life, promise, and people. Always building, always remaking itself, never quiet, never boring; in the Mezzio, laborers in stained dungarees rub shoulders on the subway with socialites in furs. Maestros enforcers walk the same streets as Obscura mystics. Between the fire of industry below and the ritzy playground of Park Heights above, the Mezzio is the "real" city of New Capenna, where dreams are cultured and fortunes made—and lost. When you're in the middle, climbing and falling are both only a step away.

### **3. Park Heights**

The least densely populated borough of the city, Park Heights hosts the homes and headquarters of New Capenna's bosses, owners, and titans of industry. Opera houses, orchestra halls, members-only clubs, venues, shops, parks, estates, and gardens can all be found in Park Heights as well: anything exclusive, anything opulent, anything that citizens of the Caldaia and Mezzio think frivolous—but secretly desire—one can find in this borough of the city. It is a beautiful place, with rolling green parks, trees, public terraced gardens, aeries, waterscapes, fauna, and terraced gardens. The only borough where one can look up and see nothing but sky.

### **4. Capenna Express**

A train that can take you to any of the above three locations. You wake up on the train with a ticket in hand.

### **5. Old Capenna**

The wasteland beyond the borders of New Capenna. Walls have long since fallen, slumped into a pile of rubble. A girder of the upper city splits an ancient castle in two. Old Capenna can be reached via "weak spots" (hidden tunnels, ladders, gaps in the structure.) On occasion, new arrivals with old names ride the ancient lifts up from below, bringing with them stories of hard-lived lives and wasteland nightmares.

### **6. Ship of the Old Phyrexians**

The old Phyrexian presence in Old Capenna dates back centuries. The original Phyrexians invaded Old Capenna through planar portals at Yawgmoth's command. The plane's angels and demons united to create the fortress city of New Capenna as a refuge, with the angels being converted into Halo - a substance poisonous to Phyrexians - to protect the city.

An unnamed Phyrexian vessel from Yawgmoth's era is still somewhere in Old Capenna. Its influence is suppressed, courtesy of the ancient angels' sacrifice, but its crew remains. They lack any orders or directive and will remain trapped on their ship unless you intervene, but they exist to kill and/or convert any non-Phyrexians they encounter and will continue to do so.

# Background:

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

## **Unclaimed: +400cp**

On New Capenna, one does not simply remain “unaffiliated” with the families. If you do not choose, the families will choose for you. They do not have your preferences or best interests in mind.

Those with the Unclaimed background receive **no discounts** on perks. If power is what you want, you will have to bargain with the families.

Additionally, you may choose to change your race to **Angel** for **100cp**, capable of producing the magical salve known as Halo.

## **Obscura: Free**

The Obscura are talented wizards and mystics who use their power to deceive and blackmail, using distractions, illusions, and hidden mechanisms. They orchestrate scenarios and manipulate outcomes to their benefit. They deal in prophecy, fortune telling, and esoteric communion with dreams and the realm of the dead. If an event happens in the city, the Obscura will have predicted it, captured it with their signature aperture magic, and filed it away in their archives. They endeavor to maintain a façade of normalcy in their everyday lives which allows them to run their schemes without disruption.

Additionally, you may choose to change your race to **Sphinx** for **100cp**, known for their vast intellect and cunning.

## **Maestros: Free**

Once the aristocracy of Old Capenna, the Maestros of New Capenna are master assassins with a code: be precise, be professional, and be thorough. They think of themselves as artists and critics. Paintings, sculptures, or performances, the Maestros are avid collectors always in search of the next big thing, while at the same time, quietly working to curate New Capenna's past, keeping the secrets of Old Capenna hidden in their museums, archives and vaults.

Additionally, you may choose to change your race to **Vampire** for **100cp**, with unnatural physical strength, enhanced healing powers, and the ability to fly.

**Riveteers: Free**

Hailing from the artisans that built the kingdoms of Old Capenna, the Riveteers are the major power of the Caldaia, the mortal builders of New Capenna, and the keepers of the largest stockpile of Halo in the city. They are a rowdy, action-first, move-fast-and-break-things crime family whose members are not afraid of fighting hammer and nail to accomplish their goals. Once a union of workers, the Riveteers still hold to many of the values that once organized them: loyalty, strength in numbers, and mutual support.

Additionally, you may choose to change your race to **Viashino** for **100cp**, lizard folk descended from Dragons, over whom they exert some power.

**Cabaretti: Free**

Raised from the druids and bards of Old Capenna, the Cabaretti are the engine that fuels New Capenna's celebrations, festivals, and parties, dictating both pop culture and the trends that move the city's elite. Opulent revelers, the Cabaretti run dance halls, concert venues, and the finest restaurants up and down the city's boroughs. They are the glitterati of the city and everyone wants to be invited to their feasts and dance halls. They use ancient magic to sway the opinion of the masses and keep the halo flowing.

Additionally, you may choose to change your race to **Leonin** for **100cp**, cat folk with exceptional endurance and a deep connection to nature and mana.

**Brokers: Free**

The Brokers are a demonic law firm that secretly believes a doomsday prophecy will be fulfilled when the halo dries up, New Capenna will fail. They maintain public law offices where they handle mundane matters like property disputes and physical grievances. But their aggressive solicitors have a dubious reputation for being everywhere and showing up at every crisis in the city.

Additionally, you may choose to change your race to **Aven** for **100cp**, anthropomorphic bird folk with unmatched speed in flight.

# Perks:

Associated backgrounds get 100cp perks free, 50% off everything else.

## Obscura:

### **Seller of Secrets: 100cp**

You are able to barter knowledge like goods and services, and people will accept it like cash if the information is something they would genuinely want. You do not lose the knowledge you sell, you simply share it. Additionally, you are able to barter for knowledge from others, and can exchange cash or information for it. When purchasing knowledge from others, you can offer a higher price for exclusivity, outright draining it from their mind so they don't even realize they've lost anything.

### **Oculus: 200cp**

When you learn something new, you can share that information with someone else, directly downloading the knowledge into their brain. Additionally, anyone you have shared information with this way is made naturally more intelligent, in order to better process the potentially vast amounts of information you've forced into their mind. Do this enough to the same person and you could have a mastermind worthy of being your peer, or you could spread this across multiple companions to ensure no one is left behind.

### **Connive: 400cp**

The Obscura use magic to manipulate and distract, always looking for a more advantageous position. Your mental processes and memory are enhanced, allowing you to dig through your mental library, searching for answers and discarding useless information. When you are finished, you feel completely mentally refreshed, and solutions come to you exponentially more quickly. In fact, you even grow more powerful, physically and magically, with each unique piece of information you've discarded. You can relearn things you've discarded, but be careful about what you dispose of in the middle of combat.

**Obscura Ascendancy: 600cp**

Not only can you peer through the physical world, but you can peer through the spiritual realm as well. Souls and spirits are naturally drawn to you. Every time you cast a spell, a nearby spirit will come to your aid, either aiding you in combat or offering what information it knows. Your mana flows into these spirits, empowering them with a small fraction of your own power, allowing them to use your abilities as you see fit and only toward your own benefit.

**Maestros:****Subtle Brush: 100cp**

It hurts to stand against you. Literally. Anyone who opposes you will outright bleed just from attempting to aim a strike or spell at you. Additionally, you can force small fractions of your own power into people who choose to stand against you. Why? Well, perhaps you have a lot of enemies. If they would be hurt if they use your own power against you, it would be more convenient for them to use your power against your other enemies. And even if they do attempt to fight you, the pain feels good because you know they feel it too.

**Painter: 200cp**

You become an excellent painter. However, should you sacrifice an ally of yours and paint using their blood and viscera, you are able to infuse the resulting painting with one of your perks or spells. This spell can be released at any time, either from the painting itself or from you drawing the energy back out of the painting, but the painting will be destroyed. Which is a shame, because every work of art you create is a hit.

**Casualty: 400cp**

The members of this elite society appreciate no finer art than the art of the kill. When you cast a spell or use one of your abilities, you can channel it through one of your allies to cast it at twice its usual strength. However, this will kill your ally. Useful if you have lots of followers, companions with extra lives, or you're good at making friends you don't mind saying goodbye to.

**Maestros Ascendancy: 600cp**

You can give someone your power, pure unfiltered power, at no personal cost to you. They will have your perks, your spells, your powers, and they will use your strength as their own. However, you are powerful, and their vessel cannot contain it. They will be destroyed, scoured from existence itself unless they have some way to come back from death. But they will burn brighter in that final moment than they ever could have in their mundane life.

**Riveteers:****Beamtown Bully: 100cp**

You always know the wrong man for the job, and you're extremely good at making sure utter incompetent morons manage to worm their way into organizations that aren't yours. You could get a fire elemental hired at a gunpowder factory, so long as it isn't yours. Get a blabbermouth hired by information gatherers and then chat them up over drinks. Get the hippie forest cult to take on a dozen orcish lumberjacks. That kind of thing.

**Toolbox: 200cp**

You always know the right man for the job. Not only that, but if you know the right man for a job (you do) then you can immediately summon them to your side as soon as they're needed. However, they'll need to work quickly. The moment that job is finished, they'll die, the summoning sickness being too much for their body to handle. But you'll find someone else. You always do.

**Blitz: 400cp**

Industrious and tough as nails, the Riveteers never shy away from a fight, and blitz gets you into the action without delay. With this, you can do anything instantly. If a spell requires a chant, you skip it. If a summoned monster needs time to form, it comes in swinging. However, blitzing a spell or ability is taxing, and while you can blitz as many spells together as you want, you won't be able to cast a spell or use a skill that you've blitzed for at least an hour.



**Riveteers Ascendancy: 600cp**

When you lose something, you gain something. When one spell goes on cooldown, another spell refreshes. When an ally falls in battle, another ally rises. Throw one weapon aside and you'll find another to defend yourself with. You are this city, down to its bones.

**Cabaretti:****Boss's Confidant: 100cp**

The people working under you are eager to please and quick to get to work. All you need to do is ask. People just trust you. Especially people who have been cast out from their own groups. You have a habit of picking up the dregs that were cast aside, making them competent and whole, and picking out whatever useful skills or knowledge they gathered before they were let go.

**Mayhem Diva: 200cp**

You can use people. When you have an enemy, you know how to rile up the neutral parties to make a distraction they can't ignore. You know how to get two different people you don't like to fight each other instead of you. As long as you have access to people, you can ensure that no one is able to dedicate their resources to taking you down, because there will always be something else they need to focus on first.

**Alliance: 400cp**

Stylish and hedonistic, the Cabaretti are all about their connections. This is a simple ability, but effective. You are stronger when surrounded by allies, and grow even more powerful when you make a new ally. You are the physical embodiment of the idea that there is power in numbers.

**Cabaretti Ascendancy: 600cp**

Whenever you meet someone inclined to be your ally, you can tell their worth at a glance. If they are useful, you can use them. If they are not useful, you can send them away. Your associates are inherently aware that you are their superior, and they will not expect you to deign to interact with them. Even with strangers you can tell their worth at a glance, and it doesn't take much to sway the opinion of anyone that doesn't outright hate you.

# Brokers:

## **Defense Contractor: 100cp**

You can see the weak points in a structure. Whether that structure is a person, a place, or a thing, you can tell at a glance what's going to be the first piece to break or the first part to buckle. You're also very good at shoring up these weak points, ensuring that the weakest link in the chain isn't weak enough to cause the whole thing to snap. Or you could just leave it like that. After all, you can see the weak points in the things you want to break, too.

## **Pulverizer: 200cp**

When a fight breaks out, you have protection. The first time an attack would land on you in a fight, your body shrugs it right off. It does nothing to you. The strength of it doesn't matter. Right hook? Nothing. .50 cal? Nil. Crushed by a bulldozer? Nada. But this only works once, and it needs to be a real fight. You can still get poisoned in your sleep.

## **Shield Counters: 400cp**

Through a short ritual, you can place a mark of protection onto somebody, including yourself. This protects that person from a single attack with the intent to harm or kill them, and lasts indefinitely until then. This mark of protection is also an excellent bargaining tool, and those who are neutral or even enemies to you will be more open to compromise or temporary allyship if you offer it to them.

## **Brokers Ascendancy: 600cp**

People understand that allying with you is a beautiful friendship. And more importantly, a profitable one. Anyone who pledges their allegiance to you becomes stronger. Each and every day, your power flows into them, increasing their own power and making them stronger. The more powerful your allies become, the more loyal they become to you. Those who would leap in front of a lightning bolt for you without thinking are the ones who would survive it.

# Items:

You get a free **200cp** to use in this section only.

## **Halo: 100cp**

Halo is an iridescent magical substance that had been sustaining power and life within New Capenna for years. It comes in many forms, including crystals, liquids, and vapors. As a solution, it looks as if the cosmos had been distilled and pushed through a sieve, leaving only the base elements of existence behind in a substance that is neither liquid, solid, nor gas — more like pure magic condensed. Its taste is described as "effervescent and clean, citrus-bright and sweet without being cloying."

Just one taste can make a creature stronger, but too much can make them reckless. It fills the imbiber with strength, with purpose. Muscles are no longer exhausted, and senses are sharper. Most impressive is the surge of magic coursing through their body, demanding release.

One purchase of Halo gets you **one cup** of the stuff, in whatever form you prefer, and in a container appropriate to your background. It's enough to be chugged down to give you a fleeting feeling of pure ecstasy, nursed throughout the day for a pleasant high, or poured out and sold for an impressive sum. Your stock of Halo refreshes once each day.

## **Family Pin: 100cp**

An ornate lapel pin marking you as an associate of one of the five families. Grants you basic respect and recognition within that family's territory, and access to their speakeasies and establishments. This pin also demands respect from the other families, because to disrespect or mistreat a member of a rival group would be considered an open declaration of war. On other planes, all organized crime families and syndicates will treat you as a respected member of their faction, or at least a faction they do not want to make enemies with.

## **Obscura Charm: 200cp**

A smoky crystal pendant that lets you become partially incorporeal for up to 10 minutes per day, allowing you to phase through walls and avoid physical attacks. Also grants the ability to see through illusions and read surface thoughts while worn.

**Maestros Stiletto: 200cp**

An elegant dagger that can phase through armor and defensive magic to strike at vital points. It can also store and replay the last words of anyone it kills, which is much more elegant than delivering a severed head if you need proof of a hit.

**Riveteers Toolkit: 200cp**

A set of construction/destruction tools that can build or demolish with equal efficiency. Includes a hammer that can shatter stone with ease and magically reassemble anything it breaks if you reverse your grip.

**Cabaretti Fountain: 200cp**

A portable fountain that produces an endless supply of the finest magical cocktails and elixirs. Drinks can provide temporary buffs (enhanced charisma, minor healing, energy boosts) and the fountain serves as a gathering point that makes people more agreeable.

**Brokers Contract: 200cp**

A golden contract holder containing endlessly customizable magical contracts. Both parties must agree willingly, but once signed, the contract enforces itself either through karmic retribution on oathbreakers, or through mind control to force the signee to uphold their stated agreement.

**Getaway Car: 400cp**

A sleek, chrome-detailed automobile. Runs on magical energy instead of fuel, can drive up walls and across water, and has a "fade" function that makes it temporarily invisible for quick escapes. The car itself functions autonomously, and does not require a driver.

**Demon's Ledger: 400cp**

One of the original contract books used by the five demon families. Contains the true names and binding contracts of dozens of minor demons and spirits you can call upon for favors. Each use requires some form of payment, but the entities are bound to fair dealing.

**Family Sanctum: 400cp**

A luxurious penthouse apartment that appears in any city you visit, decorated in your chosen family's style. Completely secure from intrusion, includes a vault, armory, speakeasy, and connects to the local criminal underworld. Staff of constructs and devils handle maintenance.

**Holy Frazzle-Cannon: 400cp**

A magnificent piece of defensive artillery that represents the pinnacle of New Capenna's desperate ingenuity – a masterpiece of chrome and brass that transforms from a shoulder-mounted weapon into a full emplacement at will. The cannon fires concentrated bursts of purified Halo energy that act as an absolute anathema to any form of corruption, possession, or hostile transformation. A direct hit will instantly purge any mind control, corruption, infection, or unwilling transformation from the target, burning away foreign influences while leaving the original being unharmed. Against inherently corrupted beings (demons, eldritch horrors, techno-organic viruses, etc.), the weapon deals devastating damage that bypasses all conventional defenses and regeneration.

**Luxior: 600cp**

Luxior is a Halo-infused sword. It is a narrow weapon with an orb of Halo instead of a steel guard. Halo runs up tracks in the fuller, infusing the blade with a faint light. Most notably, this is a weapon that was built specifically to be used by planeswalkers like yourself, making this weapon feel perfectly natural in your hands, and much more powerful than even its impressive quality would suggest. It takes every discrete aspect of your being and converts it into tangible, usable power. Every skill you have mastered, every perk you have purchased, every trial you have overcome—Luxior recognizes these as fundamental parts of you and amplifies your physical and magical abilities accordingly. In essence, the more "counters" you have on your soul, the mightier you become while wielding it.

**Maro's Ring: 600cp**

A demon-crafted ring containing a fragment of a planeswalker's spark. While wearing this ring, your soul and mind are inviolable. Your thoughts cannot be read, invaded, or controlled. Your soul cannot be taken, split, or tampered with. You yourself are immune to all forms of compulsion or possession. It also grants total immunity to emotional reading and emotional control, meaning that empaths cannot sense your emotions nor influence them. You simply cannot be controlled, whether through technological or magical means, or anything else. You also cannot go insane.

# Lands:

Lands are what provide the mana for spells in MtG's magic system.  
The lands provided here are supplemental to your natural mana reserves.  
You get a free **200cp** to use in this section only.

## **Basic Lands: 100cp**

Choose one: Plains, Island, Swamp, Mountain, Forest

You obtain about one square kilometer of your chosen land. This land is rich in mana, and you can draw mana from it even when you are away from it.

You get any **three** basic lands for **free**.

(This can be taken multiple times with no limit.)

## **Fetches: 200cp**

Choose one: Obscura Storefront, Maestros Theater, Riveteers Overlook, Cabaretti Courtyard, Brokers Hideout

These lands are small buildings, and drawing mana from them is slow, but you can draw mana of any of the colors that the family represents. Doing so also heals your mind and body slowly.

You get **one** of your family's fetchlands for **free**.

## **Hideouts: 400cp**

Choose one: Raffine's Tower (Obscura), Xander's Lounge (Maestros), Ziatora's Proving Ground (Riveteers), Jetmir's Garden (Cabaretti), Spara's Headquarters (Brokers)

These lands are the private retreats of the bosses of each New Capenna family, and they can be yours as well. Despite their small size, drawing mana from them is fast and efficient, and you can draw mana of any of the colors that the family represents. You can also “cycle” these lands, giving up the ability to draw mana from them at the start of any new jump in exchange for a firmer grasp on the world's magic system (albeit maybe without the mana to use it).

You may purchase **one** copy of your family's hideout for a **discounted 200cp**.

# Companions:

## **The Gathering: Free**

It's not uncommon for even a “limited” planeswalker to have 15-18 companions, so you can import up to 18 companions for free.

What, you don't have that many? I've seen “commander” planeswalkers with over 50 companions.

Companions gain **400cp** to spend, but cannot take companions or drawbacks.

## **Legend: 200cp**

Is there a named character from New Capenna you want to bring with you? From angels to planeswalkers to the heads of the families themselves: With this, your fate will be intertwined with theirs, giving each of you plenty of opportunity to get to know each other. If they choose to follow you into universes beyond, that's up to them.

Technically, you can use this to meet any planeswalker from across Magic the Gathering's entire multiverse, since it would be possible for them to arrive on New Capenna.

## **Gyan Ros, Driver: 100cp**

He drives. Human? Gyan is a rare Unclaimed citizen of New Capenna. He chooses to avoid joining any of the families, both out of disgust for what they've done to the city, and because it's more lucrative to offer his services to whoever's willing to pay the most for it. Doesn't talk much, but will give you a look and a determined nod if he catches you staring.

Weirdly, he can produce up to four cups of Halo each day if requested, and also comes with the Getaway Car item (which he drives manually), as well as a Family Sanctum associated with none of the families on neutral ground.

## **Viora Smoke-Eye: 100cp**

Sphinx. Viora was born to a minor Obscura seer-clan, but her augury talent exploded after a botched Halo ritual fused her retinas with liquid shadow. She sees “probability smoke” curling off every choice and trades futures on the black market. Unflappable, sardonic, and refers to herself in the second person which can be confusing. Has a penis.



Comes with the Seller of Secrets, Oculus, and Connive perks, as well as an Obscura Charm item.

**Maldos Ennea, Artiste: 100cp**

Vampire Assassin. Maldos is an elderly Maestros curator who carves masterpieces of the moment of a mark's death. Dies, but doesn't stay dead; he's scammed the Brokers for his life insurance payout 37 times and counting. Polite, cultured, frightfully precise. Thinks in terms of negative space; sees murder as choreography. Will debate aesthetics even while bleeding out. Comes with the Subtle Brush, Painter, and Casualty perks, as well as a Maestros Stiletto item.

**Spud "Jackhammer" Tagliano: 100cp**

Viashino Warrior. Born in Old Capenna and literally clawed his way up through the factory floors to become one of the Riveteers' premiere renovators (the ones who decides which buildings stop existing.) Boisterous and loyal, counts anyone who can out-drink him as family. Comes with the Beamtown Bully, Toolbox, and Blitz perks, as well as a Riveteers Toolkit item.

**Sylvia, the Golden Note: 100cp**

Leonin Druid. Sylvia is a singer by trade, and can infuse her voice with green mana to grow plants at an alarming rate. The Cabaretti use her to hasten the growth of the fruit they use in various cocktails, since growing narcotic plants is a lost cause with Halo in such abundant supply. Charismatic, quick-witted, and a little mischievous, she truly just wants to be people pleaser. She has white fur and two large hounds. Comes with the Boss's Confidant, Mayhem Diva, and Alliance perks, as well as a Cabaretti Fountain item.

**Frank Declin, Esq.: 100cp**

Aven Advisor. Declin is sharp, and has made a fortune brokering deals between the families and smoothing over "complications" in New Capenna's criminal underworld. Would never enter into a contract himself. Loudly complains about conspiracy theories that sound insane, but keep proving true. Comes with the Defense Contractor, Pulverizer, and Shield Counters perks, as well as a Brokers Contract item.

# Drawbacks:

You can take up to 1000cp in drawbacks.

## **Familiar Streets: +0cp**

Have you been through the blind eternities before? With this, whatever influence you have previously exerted on the multiverse of Magic the Gathering will remain canon.

## **One Love: +100cp**

You're a Halo addict, and you're going to need to get your fix one way or another. Unfortunately, Halo addiction is a common sight in New Capenna, and each of the families have their own ways of taking advantage of junkies.

## **On the Wagon: +100cp**

Halo does not affect you positively. Instead it gives you pounding headaches, vertigo, and briefly scrambles any spellcasting or power use. No one's forcing you to take the stuff, but you're seriously missing out.

## **Street Rat: +100cp**

People can somehow tell you're new in town. Prices are jacked up, grifters flock to you. New Capenna's underbelly sees you as fresh meat. Pickpockets, street gangs, and low-level thugs target you more often than average. You'll deal with muggings, scams, or vandalism weekly, but nothing you can't handle with basic caution.

## **Grunt: +200cp**

You begin the jump as the absolute lowest-ranked goon in your chosen family. Your superiors expect instant obedience; disobeying them brings harsh punishment. You're the footsoldier that gets saddled with the worst jobs, the most dangerous hits, and none of the other families will worry about knocking you off because they know your family won't miss you. You don't even get paid well, and won't get a drop of Halo for a job well done.

Don't take this if you're Unclaimed or plan to abandon ship; you're a tool to be used by all five of the families and they'll find ways to let you know it.

**The Scorpion and the Frog: +200cp**

Allies and contacts you make start with a hidden agenda tied to one of the families. Informants might sell you out for a better deal, or hired muscle could turn coat mid-job. It's not constant betrayal, but about 50% of your network is unreliable, forcing you to double-check everything. Paranoia becomes your default mode in deals and alliances.

**Blood in the Water: +200cp**

Pick a family. Someone powerful in that family receives a prophecy that you will ruin them. From day one, they bankroll an endless stream of assassins and saboteurs.

(This can be taken up to five times: once for each family you aren't a part of.)

**Corruptible: +400cp**

All mind-altering, addictive, or corruptive forces work twice as fast on you. Phyrexian oil, demonic whispers, or plain old vice can overcome your natural resistances in half the time and with half the effort. You may still shake it off, but only after serious struggle and unexpected consequences.

**Demonic Pact: +400cp**

One of New Capenna's arch-demons has your signature on an iron-clad soul contract. They call in escalating demands: Every month they will order you to complete a task worth at least a week of genuine effort. Fail once and the demon will take one of your perks for himself until the end of the jump. Fail twice and the demon will permanently claim one of your companions. Fail three times and your chain ends here.

**Weeping Angel: +400cp**

The font has run dry. Halo is in rare and limited supply. New Capenna, which lives and breathes Halo, is in a critical state. Riots and family wars are a matter of when, not if, and you will be caught in the crossfire. If anyone so much as suspects that you have Halo, let alone a source of Halo that refreshes itself daily, expect unwanted attention. People were willing to kill to get their fix even when it was freely available in excess.

For an extra +200cp, you are slowly turning to stone like the angels themselves. Only a steady supply of Halo can keep you, and your chain, intact.

**The Adversary: +600cp**

Ob Nixilis, the ancient demon planeswalker currently known as The Adversary, senses the otherworldly power of your dormant spark, and wishes to claim it for himself. Ob Nixilis will actively hunt you throughout the jump, deploying his vast network of spies, corrupted minions, and demonic pacts to track your every move. He will manipulate each of the five families against you, whispering temptations of power to turn allies into traitors or neutral parties into assassins.

**ONE: +600cp**

When you arrive, New Capenna's protective wards have already failed. Full Phyrexian invasion is in progress, angels remain stone, and demonic families are losing ground. Should Atraxa find Yawgmoth's invasion ship in Old Capenna, she will scavenge their parts and create a new race of Phyrexians purpose-built to counter your perks and abilities specifically. There is a silver lining; The Phyrexians do not want to kill you, they want to capture you alive and compleat you. If they do, your chain will end.

# Ending:

## Go Home:

You get one final glass of Halo for the road.

## Stay Here:

Take another 600cp and spend it how you want. You picked a good time. The omenpaths will be opening up soon, so your adventures aren't over.

## Continue On:

Of course. We both knew your journey wasn't ending here.

Go to <https://mtgen.net/snc/> and pick your family.

The cards you receive there are now spells, summons, items, and lands that you can bring forward with you.

Stay on the path, planeswalker.

## Planeswalker Spark?

If this is where your planeswalker spark finally ignites, congratulations.

You get infinite copies of every card ever printed. You're a planeswalker now.

## Notes:

Q: What's the point of lands?

A: They're how you get mana to cast spells in Magic the Gathering's magic system. Consider them a fancy additional mana pool for your Jumper. The colors of magic are too detailed to explain in this notes section alone. Watch some videos about the color pie on youtube, it's a pretty cool magic system.

Q: How do I use the cards I got at the end as spells and stuff?

A: You're smart, you'll figure it out.

Q: Do I need to stay on New Capenna or can I explore the MtG multiverse?

A: If you can find a way off the plane, go for it.

Jump made by me