

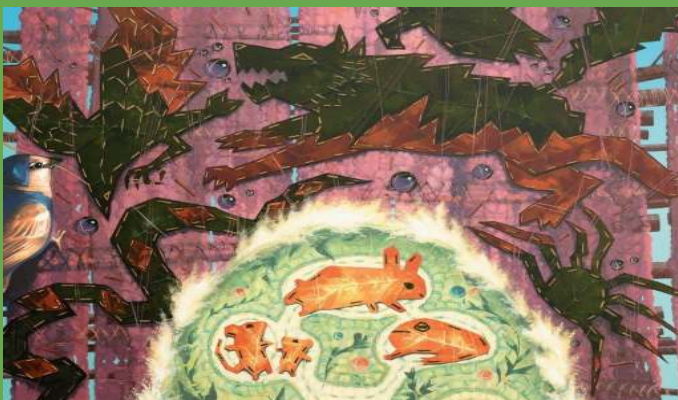
# BLOOMBURROW



*Game by Wizards of the Coast, Jump by Aehriman*

Welcome to Bloomburrow! A plane of friendly animalfolk. In fact, because of some quality of this place, any visitors become an animalfolk themselves! Jace has become an adorable little fox!

Long long ago was the Season of Chaos. The strong ate the weak, and all was devastation. None were stronger than the Calamity Beasts, massive elementals without speech or reason, walking seasons whose tread shook the earth. Where they



went, quakes and storms and ice and flame and drought followed. Where they clashed, the earth was scarred for generations. The animalfolk were forced to live in deep burrows beneath the earth, only occasionally going above for food. There, they found community.

The animalfolk were unwilling to live forever in burrows. Beneath a holly bush, a circle of animal folk swore themselves to the land and each other until they had a home and peace, and received magic. The greatest of these became the Weavers. There

followed the War of Cinders, for two generations the animalfolk Weavers waged war on the Calamity Beasts and settled the surface. Until the coming of the greatest of the Beasts, Wildsear, the Season of Fire, the Primal Flame, the Scouring Maw. In a single day and night, all the progress of the animalfolk was undone and they were driven again to deep burrows while Wildsear forced his way in, deeper and deeper each week.



It was to this world that Lily of Valley was born, a humble mousefolk who spent her life growing mushrooms and being driven ever deeper underground away from that terrible, pitiless mouth. As the final defenses failed, the full power of the Oath of Holly Leaves fell on Lily and kindled within her something miraculous, the Seed Flame. For three days, Lily glowed like the sun, and the Calamity Beasts were weakened and fled before her. At the last she dueled Wildsear a final time, chipping his tooth and banishing him beyond the brambles that circle the Valley.

For a time, there was peace. The Weavers warded the Valley against the Calamity Beasts' return. Without the beasts, the seasons ran wild, which turned out to be a secondary problem. The Weavers grew indulgent in the seasons since the war, and began to quarrel with terrible powerful magics, the backlash of which turned Weavers into terrible monsters, many suspected this is how the Calamity Beasts came to be. After putting down yet another friend turned into a mindless abomination, Lily and the surviving heroes of the War agreed to seal away the secrets of Weaving. Though everyone knows a few small magics, usually passed down by families, never again would great wizards get to rearrange the world like this was Dominaria. Lily left her sword, Cragsflame, made from the tooth of Wildsear, and herself ventured beyond the brambles, never to be seen again.



Without the wards, the Calamity Beasts returned, and the semi-orderly progression of seasons. Animalfolk learned to live with the Beasts, to predict their paths, avoid them



when possible, sometimes to evacuate or fight. So things have proceeded for untold seasons, and though the folk still scuffle from time to time, their love of the land and common threats keep them together. You can land almost anywhere in the Valley and ask for a hot meal and shelter for the night.

Most recently, Glarb, the sorcerer-king of Fountainport and celebrated augur, has been troubled by nightmarish visions of the Calamity Beasts destroying the Valley. To prevent this, he hired the mercenary Cruelclaw to steal the egg of Maha the Night Owl, hoping to raise a Calamity Beast of his own as the Valley's protector. You'd think such an accomplished seer would have heard of the idea of a self-fulfilling prophecy before.



You arrive on the same day that Maha destroys Pondside, the first of many settlements to suffer the wrath of all the Calamity Beasts, unless a band of unlikely heroes can recover and return the egg. You will stay a year. Have **1,000 critter points** (cp) to get started.

## **ORIGIN**

*Becomes an altform after this Jump.*

**Batfolk** (**WB**) The night-time protectors of the Valley, much concerned with astronomy. Batfolk are the people to talk to about organizing any large projects, however they are also ridiculously hierarchical and superstitious. Batfolk tend to socialize less than other Valley denizens, being primarily nocturnal, and often spend time in solitary study or patrol. This isolation leads to many unsavory rumors. Batfolk culture emphasizes balance in all things, life and death, day and night, the cycle of seasons, and they hold a special ritual, the Lunar Paeon, to mark the end of each phase of the moon cycle. Batfolk weaves are often sung, and channel cosmic energies. Some indulge in astrology, but their predictions are often on a grand scale with little day-to-day relevance.

**Birdfolk** (**WU**) Birdfolk couriers connect all the communities of the Valley. From their earliest nesting, birdfolk are raised in the Wingbeat Way, the path of service. At their best they are the most noble and chivalrous of folk, at their worst, self-important popinjays. Birdfolk weaves center on supporting and aiding others. The best fliers undertake the Plumecreed, a perilous journey to the highest peak overlooking the valley, to leave a feather and renew an ancient spell, and establish themselves as masters of the skies.

**Frogfolk (UG)** Highly respected, Frogfolk are augurs who predict the movements of the Calamity Beasts and consequently, the shifting of the seasons. Often wise and thoughtful, they can be fatalistic and over-dramatic, seeing other folk as naive, and often struggle to understand the impulsive optimism of Mousefolk. Besides their famous divinations, frogfolk are skilled at weaves shaping water for attack and defense. Combining their talents, they can even project their limbs into the future, opening small portals to snatch or surprise enemies with a flurry of blows from far away.

**Lizardfolk (BR)** The only animalfolk here not native to the Valley, lizardfolk have their own culture with a lot less emphasis on friendly hospitality, and so have a reputation for being grumpy. Lizardfolk worship fire, and their weaves are all fire-related, each community is built around a Hearthflame. Lizardfolk hold grudges, but never forget a kindly favor either. Besides being skilled warriors, assassins and firekeepers they make fantastic art, but also destroy it in time, seeing decay or fire as part of the art, something which irks most ratfolk.

**Mousefolk (WR)** Hard-working, loyal, action-oriented doers. Mousefolk have a strong sense of family pride and consider heroism and self-sacrifice the greatest of virtues. The heart of a mouse is often said as a compliment in the Valley, and many mice venture to climb the Cliff of Heroes or delve to the bottom of the Maze of Roots, to harden their bodies and minds for adventure. Mousefolk weaves focus on enhancing their strength and especially speed, the best mouse warriors can imitate a platoon just by their afterimages. Mousefolk often consider otterfolk frivolous, and revere frogfolk for their wisdom.

**Otterfolk (UR)** Curious, playful, sociable, and clever. Otterfolk culture encourages living in the moment. The best fishers and divers, Otterfolk live in houseboats roaming the rivers, many have never set foot on dry land. Otterfolk play a game called otterball which is entirely opaque to outsiders, the rules changing with the season and other inscrutable causes. From a young age Otterfolk practice storm-chasing, creeping as close as possible to Calamity beasts to steal their hair or feathers, or embers or scraps, clamming the raw elemental force in charms for later release. This practice is particularly alarming to Frogfolk, but most Otters consider them boring anyways.

**Rabbitfolk (WG)** Industrious farmers and cooks who seem to have made feeding the Valley their mission. Rabbitfolk can be the most hardworking, stalwart and hospitable people you'll meet, but are sometimes stubborn, cowardly or narrow-minded. Rabbitfolk culture is extremely efficient and organized, yet prizes nature. Most Rabbitfolk are pacifists, the exceptions usually join the elite Pawpatch

Party, a patrol that protects the Valley from Calamity Beasts. Rabbitfolk weaves are used to speed or supersize plant-growth, and remove blight. Adventuring Rabbitfolk very often become clerics.

**Raccoonfolk (RG)** Naturally curious and possessed of a strong wanderlust, Raccoonfolk are often stereotyped as scatter-brained impulsive flakes, and this is not without justice, but at their best they are born adventurers and lifelong friends. Raccoonfolk see self-discovery as the highest calling, and aren't inclined to be jealous about their possessions or respect other people's, save for their treasured keepsakes and trinkets of past adventures and old friends. Their above average strength and size often makes them the muscle of a group. Most Raccoonfolk weaves use junk as shields and projectiles, but a few become powerful Druids able to shape plants to their needs.

**Ratfolk (UB)** The keepers of the Valley's lost lore. Once shared openly, since generations ago someone nearly caused an apocalypse in a mad scheme to control the Calamity Beasts, they have turned isolationist and secretive. Ratfolk culture emphasizes skill, expertise, and self-reliance, though their tendency to brevity can make them come off as standoffish, many fine rogues and mages come from those Ratfolk who venture outside their hidden Knowledge Ossuaries. All Ratfolk are learned in the weave of hypnotism, which they use to conceal their comings and goings and gently turn away intruders, with telekinesis as a fallback weapon.

**Squirreelfolk (BG)** Keepers of the winter food stores, and the graves of Calamity Beasts. Squirreelfolk believe the Beasts claim the powers of nature, which must be returned to the earth on their death with burial, not being exploited. This focus on death, and wearing bones prominently, has given the solitary squirreelfolk a morbid reputation. Squirreelfolk are experts in stealth and wilderness survival, because they need to be. The most trusted of them study the secret arts of necromancy. It is forbidden to use these arts on other animalfolk, but insects and Calamity Beasts are fair game.

**Calamity (-1,000 cp)** The Calamity Beasts are powerful elementals and living seasons who reshape the landscape for miles around when they move. Everyone is happy to see the Spring Elk, less so the Sunspine Lynx or the Quaketusk Boar. Some are more traditional elementals, like Wildsear or the Galewind Moose, others like Lumra the Forest Bear and Ycra the Season of Salt are more like creators of whole biomes. There is even a Hivespine Wolverine that is more like a home base for hornets that are also like locusts. So big something to be a powerful elemental of, and a gigantic animal shape to be in. After this Jump, this becomes an alt-form.

**Other (??)** These are the most common animalfolk in the Valley, but there are others. Molefolk, foxfolk, badgerfolk, weaselfolk, skunkfolk, and more. Few in numbers but

many in friends. Pick two colors to represent your discounts, you won't have the ones each other race does.

Alternatively, pick one of the existing folk, but buck their usual color allegiance and choose two colors for your own.



**FRIENDS**

*Friendship is a great treasure, yet also free.*

**Helga, Skittish Seer (GWU)** Like most frogfolk, Helga studied to be a seer, but did poorly, too absent-minded. She was then sent to apprentice to Glarb, the King of Fountainport, whose harsh tutelage did her few favors. Much shaken by Glarb's demeanor, she left in search of peace, and instead found terror when Maha the Night Owl destroyed her village. Helga has now fallen in with fast friends who are nurturing her gifts and growth.

**Mabel, Heir to Cragflame (WR)** The descendant of the Valley's most legendary hero, wielder of a sword made from the ever-burning tooth of a Calamity Beast, Mabel is a baker by trade and proud mother of three. She is also a deadly swordmouse, and takes up her blade to protect her family and home.

**Gev, Scaled Scorch (BR)** A lizardfolk mercenary, very handy with twin daggers, has a poor reputation. Gev wanted to be an artist growing up, and argues he is, in a sense. He is fiercely loyal to his best friend Hugs, whom he inducted into the sellsword life, and Hugs' influence has done a lot to mellow Gev out in turn.

**Hugs, Grisly Guardian (GR)** Abandoned as a cub in the Root Maze, this hulking strong-armed badger had no friends growing up, save some insects he'd invariably have to eat. All that changed when he met Gev and the two bonded, though Hugs could not at that time speak or had a name. For years they chased big scores and big feasts together. On one such adventure, Hugs turned back a Calamity Beast while Gev



evacuated the village. They returned to find the badger wounded, but still standing, and he was mobbed by adoring children, which is when Gev named him.

**Finneas, Ace Archer (WG)** A rabbitfolk of Goodhill, a coddled child, he took up archery as a time-waster, but proved good. His mother devoted so much to supporting him, he knew he must become a fantastic archer or let her down, and he has, in fact, been banned from all archery competitions in Goodhill. Finneas hoped to join the Pawpatch Party, and eagerly signed on to Helga and Mabel's quest.

**Zoraline, Cosmos Caller (WB)** A virtual princess amongst batfolk, not that you'd ever know it to talk to her, one of the oldest lineages, second in line to the prestigious position of chief cleric to Three Tree City. But the loud hymns were never her style, and she fluttered off one night leaving only a note to study the stars in silence. Her path led her to the ruins of Pondhill, and Helga and Mabel's adventuring party. Zoraline has great skill in stealing mana from her enemies to use in her prayer-song.

**The Infamous Cruelclaw (BR)** A thief, a fighter, and a scoundrel, this weaselfolk mercenary got his start filching heirlooms from the empty nests of raccoonfolk before moving on to bigger things. Nobody knows how to party like Cruelclaw. Whatever he wants, money, power, fame, he takes. Famous for never turning down a job and never losing a fight, but then, he's never been in a fair fight either. His latest job was one for the books, stealing the egg of Maha the Night Owl.

**Glarb, Augur of Calamity (BUG)** King of Fountainport, widely regarded as the greatest seer in the Valley. Most recently, Glarb contracted Cruelclaw to steal the Night Owl's egg, hoping to raise a champion for the Valley; he has instead triggered the very disasters he foresaw.

**Alania, Divergent Storm (UR)** A powerful otterfolk wizard with a talent for copying weaves after seeing them once. Alania wanders to all the parts of the Valley that others fear to go, always seeking, always asking why. She is famously picky about adventuring companions, preferring unique experiences to riches or glory. This has led her to unintentionally develop a circle of apprentices who are eager to join any adventure they're welcome on. Alania knows her curiosity will almost certainly kill her one day, but will let no danger deter her from seeking answers. It was only when facing a Rottenmouth Viper alone, copying its magic to use against it, that the Valley's foremost spellcaster decided the important question isn't 'why' but 'why not?'

**Archelos, Lagoon Mystic (BCU)** Quite probably the oldest living animalfolk, the tortoisefolk shaman Archelos likes to take his time. He is usually found in his favorite marsh, meditating on magic and nature. Such is his power that he draws all near him into his pace, you can ask a yes-or-no question and suddenly realize an hour has

passed, and he still hasn't answered. The only one who seems able to rouse him from his torpor is Kwain.

**Arthur, Marigold Knight (URW)** The most noble, stalwart and chivalrous of mousefolk warriors. Countless tales of his greatness circle the Valley, albeit mostly spread by Zinnia. How he thwarted a cabal of necromancers intent on raising the Rottenmouth Viper, how he survived crossing the Calamity Graveyard alone, pursued by the Sunlight Lynx. It is even said he taught Mabel some of her best swordfighting moves. True, there's not a lot of witnesses to his heroism, but he's so honest and true that nobody really questions it.

**Baylen, the Haymaker (RWG)** A legendary rabbitfolk warrior who'd much rather tend his farm near Haymeadow. Having lived among lizardfolk for a time, he learned a unique weave to charge his signature scythe with destructive power. He joined the Pawpatch Party as an elite scout for a time, but left when he refused to leave Haymeadow defenseless.

**Bello, Ringtail Bard (RG)** A raccoonfolk musician who has wandered the Blind Eternities through the omenpaths. Possessed of a profound curiosity, a quick wit and tongue, and a love of new experiences and particularly new cuisine. He has a huge number of trinkets, and uses weaves to animate them to show the stories, or summon things like wildfire. For each keepsake he has, he's lost four, often in the strangest of places. Sooner or later, his road always takes him home to delight and confuse others with his stories.

**Bria, Riptide Rogue (UR)** The terror of Fountainport, an otterfolk thief often seen surfing through the skies on a woven waterspout. One time, she scaled the palace and hung a banner saying 'FREE FOOD COURTESY OF KING GLARB' then robbed every shop and stall in the marketplace while a hungry mob swamped the constabulary. She tends to leave shells as a calling card, and considers Byrke, the leader of the Fountainport guard, a friendly rival - an attitude he most definitely doesn't share.

**Ms. Bumbleflower (GWU)** Proprietor of the most popular inn in Three Tree City, this very friendly rabbitfolk has friends everywhere, from her mother's pirate buddies to all the notables of the city. Her pot of never-ending-stew has been simmering for years, with each guest taking or leaving as they like. She is being obviously courted by the normally suave Mr. Foxglove.

**Byrke, Long Ear of the Law (GW)** The diligent rabbitfolk constable of Fountainport. Byrke uses a metal-dipped carrot as a club. He considers it his duty to lecture any criminals, at length, before their release, a surprisingly effective deterrent to those



who'd go out of their way to never hear his droning voice again. However, since Bria appeared, Byrke has seldom known a night's sleep as he relentlessly pursues her.

**Camellia the Seedmiser (BG)** Camellia is one squirreelfolk whose name strikes fear in the hearts of every farmer and baker in the Valley, for she has a near-monopoly on seeds, hoarding most of them until frost or famine. Her intentions are good, however extreme her methods, having grown up in the Brambles where food and community are scarce, she always stocks so that no one will starve.

**Clement, the Worrywort (UG)** A frogfolk druid, probably the greatest master of water magic in the Valley. Has a well-worn reputation as the safest, best-prepared adventuring companion, for all that his constant worrying can grate, it's only because he cares. He always has provisions, directions and a plan. It's also said he bakes the best seedloaf in the Valley - if you can get past the slimy glaze - he says it's good for digestion, most of his guests would say it's hard to swallow.

**Flubs, the Fool (EUR)** Widely considered the luckiest person to be born, at least in the Valley, this frogfolk scout wanders aimlessly driven only by his thirst for adventure and instincts, yet it always works out for him. He has sleepwalked out of a burning house, is the only person to ever escape the shifting forest that always surrounds the Calamity Beast Lumra, and several times dodged arrows when he happened to bend over to pick something up or smell flowers. Since the opening of the omenpaths, Flubs has taken to exploring the Blind Eternities and, by sheer accident and happenstance, assembled a vast and mysterious multiversal organization that answers to him, a talking frog.

**Mr. Foxglove (GWU)** A dashing, swashbuckling foxfolk rogue. Charming and cunning and brave, a deft hand with a sword, with a raft of admirers in every village. However, Foxglove has eyes only for Ms. Bumbleflower, who once tended his wounds at his lowest moment, and remains charmingly oblivious to all his efforts at courting the one person who can make him trip over his normally silver tongue.

**Hazel of the Rootbloom (BG)** A name used to scare little kits and pups into behaving, Cachemaster Hazel is leader of the Belladonna, a secret society of luddites who want to destroy all settlements and return to nature. She started as a humble cache worker before becoming enraged at her community's unsustainable farming practices, she took over after the local leader died of what sounds a lot like poison. Hazel wears mystery like a cloak, when she emerges from hiding, legendary feats of magic ensue, like when she bridled the Spring Elk to overgrow a village and bury it in berry bushes.

**Kastral, the Windcrested (WU)** A bluejay birdfolk who returned from her Plumecreed pilgrimage seven years after being presumed dead. Kastral was caught in a storm and

blown far from the Valley with a broken wing, met animals no one in the Valley had, fled Calamity Beasts no one at home had heard of. The once easygoing bluejay is now determined that nobody should *ever* feel as lost and alone as she once did. She has also become the fastest, most attuned to the winds of any birdfolk, something the other Windcrested attribute to her uniquely difficult and dangerous initiation.

**Kitsa, Otterball Elite (U)** A legend in the otter's strange underwater game, which requires Kitsa to be both athletic and magically gifted. Her greatest strength, though, is her perceptiveness, her ability to see through the sneakiest of plays. Many teams have designed specifically anti-Kitsa plays to distract her or restrict her sightlines. She is greatly amused by them.

**Kwain, Itinerant Meddler (WU)** A talented rabbitfolk wizard, hasty and adventurous. Kwain thinks fast, talks fast, moves fast. He generally figures a lot of problems are caused by people dithering over decisions when in their hearts they know what's right. As such, he is drawn to Archelos, the sedate tortoisefolk shaman, and often tries to provoke some reaction out of him.

**Muerra, Trash Technician (RG)** A raccoonfolk, leader of a chaotic band who protect Scratchbark from bandits and disaster. Muerra is known for her distinctive birchbark armor, metal teapot helmet, and frying pan shield. Her weapon of choice is an oversized fork with a metal plate welded on. She is quite cunning and most famous for the time she used light magic to trick the Sunspire Lynyx into attacking itself.

**Vren, the Relentless (BU)** Well known among the dead and dying, this ratfolk rogue follows closely on the heels of the Calamity Beasts, hoping to scavenge the best scraps. In the marshes, a wound can spell certain death, either from infection or Vren's knife, and he has a large gang willing to do anything he tells them but die. However, when Calamity Beasts need to be fought and not fled, Vren is usually the first to raise the alarm and set up shop selling arms and armor at bargain prices. He figures the margin on recycled goods is 100%, so he's profiting anyways.

**Wick, the Whorled Mind (B)** A ratfolk psychic prodigy from the hidden marsh village on Conch, Wick had an especially strong childhood bond with his pet snail, Grotgyre, so they could anticipate each other's thoughts. One day all the snails took sick, and Wick with them, tormented by eldritch visions of whorls and eyes for years. Today, Wick leads a sinister cult that worships snails, their members undergoing a similar initiation.

**Zinnia, Valley's Voice (URW)** A jovial stork troubadour from beyond the Valley, who flew into Three Tree City one day and set up. Zinnia brings joy and laughter wherever she goes with an endless array of romantic ballads, an adventurous spirit and an

eagerness to help. She is tight-beaked about her past though, and countless rumors swirl about her.

**Ral Zarek, Crackling Wit (UR)** A storm mage and planeswalker from Ravnica, in fact, eventually he became the Izzet Guildmaster. In this plane, Ral takes the form of an otterfolk. He's still getting used to having a tail, and still looking for Jace.

**Jace Belaren, the Mind Sculptor (U)** The foxfolk with the funny facial markings would need no introduction on Ravnica, but we aren't in Ravnica. The fuzzy planeswalker suffers the same problem he's always had, he's only half as clever as he thinks he is - even if that's really frightfully clever.

**Elsbeth, Sun's Champion (W)** A paladin of Bant who became a planeswalker, and ultimately an archangel. Has a major grudge against Phyrexia. Bloomburrow's animal shift effect has turned her into a pure white mousefolk.

**Liliana of the Dark Realm (B)** A master necromancer from Dominaria, student of the Witherbloom at Strixhaven and Gatewatch veteran. On Bloomburrow, she becomes an adorable black squirreelfolk.

**Narset, Parter of Veils (U)** A monk from Tarkir who uncovered her people's secret history, in turn igniting her Spark. On Bloomburrow, she becomes an Asian Lapwing birdfolk, but her skills at nullifying magic and martial arts are fully intact.

**Nissa, Who Shakes the World (G)** An elven archmage and planeswalker, completed by the Phyrexians but later restored sans Spark. Here, she becomes a frogfolk.

**Teferi, Time Raveler (UW)** A philosopher, scientist, chronomancer and planeswalker. Teferi has been in the franchise a long time. When visiting Bloomburrow, he becomes a dignified secretary bird.

**Tamiyo, Field Researcher (GUW)** A moonfolk scholar and planeswalker from Kamigawa, in Bloomburrow she becomes a rabbitfolk.

**Old Friends** - Import any number of Companions with 800 cp of their own to spend, able to choose their own origins with appropriate discounts. Companions cannot take Calamities for more points.

**New Friends** - Any other characters you may encounter and wish to recruit, feel free.





## SKILLS

**Ace Archer** (-100 cp) You are a fantastic archer, able to strike targets at distances most folk would struggle to notice them.

**Builder's Talent** (-100 cp) You can produce quality buildings, and fortifications, in record time. Maybe enough to ward off a Calamity Beast, given a few days to operate and some willing hands.

**Caretaker's Talent** (-100 cp) You're a fantastic parent, a skilled hand at comforting a crying child, who knows what kits need and how to keep them safe and let them grow into exceptional folk.

**Fisher's Talent** (-100 cp) You're a skilled fisherfolk, always able to take care of yourself and your friends with a rod or net and an hour or two.

**Gossip's Talent** (-100 cp) You're always plugged into the informal, yet highly effective networks of information people form, one of the first to hear of anything unusual.

**Hearth** (-100 cp) You can land pretty much anywhere in the Valley and easily find shelter and a meal, that's how friendly and hospitable the locals are. From now on, you can find friendly people willing to put up a weary traveler for a couple days anywhere.

**Hunter's Talent** (-100 cp) Anything you don't know about tracking, stalking, trapping or capturing and preparing game probably isn't worth knowing.

**Musical Talent** (-100 cp) Valley is a place of laughter and song. You can sing beautifully and play two instruments to a master's level.

**Bloodline** (-200 cp) Like Mabel, you are descended from a famous hero. You may find yourself talented in similar ways, though how you realize your potential is of course

up to you. In each new Jump you may choose a new legendary ancestor for your origin.

**Echolocation** (-100 cp, free Batfolk) You can make noise and hear the echo when it hits things, letting you easily navigate in the dark or if sight is otherwise unavailable.

**Management** (-100 cp, free Batfolk) Everyone comes to the Batfolk for help in organizing big projects, because they are skilled in organization, logistics and have friends everywhere. You find yourself possessed of a similar skill in leadership and the unseen infrastructure of getting things done.

**Brightblade** (-100 cp, free Birdfolk) Brightblades are constantly aware of the positioning of the sun, where to stand to be hard to look at, how to use the flash of sun on a blade to blind or disorient an opponent. Many birdfolk use their dazzling plumage in a similar way. You have received this training.

**Plumecreed** (-100 cp, free Birdfolk) The bravest and most capable fliers attempt the plumecreed, planting a feather on the tallest peak. You are a skilled enough flier whether or not you've undertaken the creed. If you don't have wings of your own, you'll find the skills largely transferable

**Fortune Teller's Talent** (-100 cp, free Frogfolk) Like Helga, you have visions warning you of impending danger or major events, and fine instincts for when a situation is about to go wrong.

**Sunshower** (-100 cp, free Frogfolk) The first thing most frogfolk learn is to predict the weather. You always know when it's going to rain or storm.

**Artist's Talent** (-100 cp, free Lizardfolk) You are a magnificent artist, skilled in all mediums and transcendent, era-defining in one.

**Blacksmith's Talent** (-100 cp, free Lizardfolk) Your skills in metalwork are in high demand, you can forge close-fitting armor and weapons better than some enchanted ones.

**Mabel's Mettle** (-100 cp, free Mousefolk) To say someone has the heart of a mouse is high praise in the Valley. You never hesitate, panic or freeze when sudden danger breaks out, but behave correctly for what you know. You are aware of fear and peril, but never let it stop you from doing the right thing.

**Swordmaster** (-100 cp, free Mousefolk) Most mice know how to fight, but few can manage on your level, that of Arthur or Mabel. You could become a wandering master of the blade if you want.

**Otterball** (-100 cp, free Otterfolk) You actually understand the rules to the esoteric otter's sport, which can change multiple times during a single game. You can keep track of a great many variables on the fly and are a strong swimmer who never gets disoriented and loses track of which way to the surface.

**Stormchaser's Talent** (-100 cp, free Otterfolk) Stormchasers follow Calamity Beasts at a more-or-less safe distance and collect scraps of their magic power in pearls and shells for later release. You have mastered this skill of storing magical and elemental forces in small charms.

**Innkeeper's Talent** (-100 cp, free Rabbitfolk) You have all the skills of a homemaker, cooking and cleaning and home repair, but above all of this the ability to make anyone feel safe and welcome in your space.

**Rabbit's Response** (-100 cp, free Rabbitfolk) Rabbitfolk cheerily tend the fields, run, explore, party. But are always alert to trouble. You are almost impossible to sneak up on or surprise.

**Bandit's Talent** (-100 cp, free Raccoonfolk) You have the skills to become a great thief. Subtlety, climbing, pickpocketing, stealth, grifting, and above all else, picking your marks carefully.

**Bark-Knuckle Boxer** (-100 cp, free Raccoonfolk) You know everything there is to know about fighting dirty, from pocket sand to cheap shots. You are particularly masterful in using improvised weaponry.

**Alchemist's Talent** (-100 cp, free Ratfolk) You know all the local medicines and poisons, and how to make them, along with a variety of magical potions. This info updates in future worlds.

**Researcher** (-100 cp, free Ratfolk) You know how to quickly find relevant information, in even the most chaotic of archives.

**Mystery** (-100 cp, free Squirreelfolk) Squirreelfolk are a step removed from most of the Valley, hidden and mysterious. Rumors swirl around you, but trying to find concrete information about your past, identity or motives is almost impossible unless you give out that information.

**Scavenger's Talent** (-100 cp, free Squirreelfolk) You always know where to find the best loot. You are both perceptive and very, very lucky.

**Dawn's Truce** (-300 cp) In the end, it wasn't steel or sorcery that saved the Valley. It was the simple act of a mother returning a stolen egg, showing that in at least some



circumstances the Calamity Beasts can be reasoned with. You excel in understanding and working out agreements with powerful eldritch forces.



## COLORS

**White (W)** The color of Justice, White seeks peace through order. Thematically, white stands for equality, selfless service, peace, law, light, community and order. White mana comes from the meadows. White magic is good at protection and healing. In Bloomburrow, White is seen in the orderly nature of bats, and the selfless service of bird, rabbit and mousefolk.

- **Safe Haven (-100 cp, free White)** You radiate a soothing presence. People are less likely to act violently around you unless severely provoked. Tensions defuse more easily in your vicinity, especially in group settings or among allies.
- **Guardian's Code (-100 cp, free White)** You command a natural air of authority when defending others or upholding rules. Lawkeepers and traditional societies trust you instinctively.
- **Lay on Hands (-200 cp, discount White)** With a few moments of touch and focus, you can stabilize the wounded, ease pain, and treat minor illnesses. Think battlefield triage, not miraculous healing—practical, reliable, and greatly appreciated.
- **Shield of Conviction (-200 cp, discount White)** Your conviction forms a mental shield. You are protected from effects that would warp your mind, reshape your body, steal your mana or your life.

**Blue (U)** The color of Wisdom, Blue seeks perfection through knowledge. Blue represents cautious deliberation, knowledge, the sea and sky, perfection, and deception. Blue mana comes from ponds. Blue magic is great at illusion, divination, scrying and counterspelling. On Bloomburrow, blue is best seen in the curiosity of otters, and the scholastic wisdom of rat and frogfolk.

- **Quick Study (-100 cp, free Blue)** You learn technical, scholastic and magical skills at triple the normal rate, provided you have access to teachers or learning materials. You're not a genius, but you're consistently competent and build mastery fast.

- **Minor Glamour (-100 cp, free Blue)** Create small sensory illusions (sights, sounds, smells) to distract, entertain, or obfuscate. They're highly limited in range and duration, but useful with clever application.
- **Maze Runner (-200 cp, discount Blue)** You intuit the inner "flow" of systems—whether social, magical, or mechanical. You can tell when something is about to go wrong or when it's the perfect moment to act or interrupt.
- **Mental Compartmentalization (-200 cp, discount Blue)** You can divide your attention flawlessly between two tasks, maintain perfect focus under pressure, and suppress emotional interference. Ideal for multitasking and magical study.

**Black (B)** The color of Ambition, Black seeks satisfaction through ruthlessness. Black is the color of avarice and selfishness, personal power, decay, and especially death and sacrifice. Black mana bubbles up from marshes. Black magic includes many vile curses, and specializes in sacrificing something to get something they need more at the moment. Power for time, time for blood, blood for power. Selfishness and secrecy is rarer in the Valley, but can be seen in the closed practices of bats and squirrels, the carefully hidden archives of ratfolk and the ruthlessness of lizardfolk.

- **Grave Intuition (-100 cp, free Black)** You can sense death in the air—be it recent, impending, or metaphysical. You instinctively understand the "cost" of life and when something is nearing its end.
- **Efficient Sacrifice (-100 cp, free Black)** When you give something up—be it time, blood, or wealth—you often gain more than most would for the same price. It's subtle, but your sacrifices stretch further.
- **Blood Price (-200 cp, discount Black)** You can spend your own health or energy for short bursts of supernatural power—like running faster, hitting harder, or shrugging off pain. You always know how close to death you're treading.
- **Dark Whispers (-200 cp, discount Black)** When you focus on someone, you get faint impressions of their dark secrets or hidden desires—whispers in the back of your mind. This may give you considerable leverage.

**Red (R)** The color of Chaos, Red seeks freedom through action. Red embodies instinct and emotion, passion and freedom, earth and fire, impulsive action over passivity, adventure, and wild destructive forces. Red magic smashes the enemy with fireballs and lightning bolts, simple and direct. Red mana comes from the

hills. Fittingly in Bloomburrow the most active folk are associated with red: mice, otters, lizards and raccoonfolk.

- **Spark of Fury (-100 cp, free Red)** Strong emotions fuel you. In moments of passion—anger, joy, heartbreak—you gain bursts of physical energy, pain resistance, or creative clarity. Not constant, but repeatable and dramatic.
- **Firestarter's Instinct (-100 cp, free Red)** You have an innate feel for fire, heat, and combustion. Lighting, managing, or weaponizing flames comes easily, and you can start fires safely, with little fear of blowback. Improvised explosives and flame-based tools are your forte.
- **Gut Feeling (-200 cp, discount Red)** Your instincts are unusually sharp—you often "just know" what choice to make. It's not always logical, but it's often *right*. Works best under pressure or when there's no time to think.
- **Flash of Emotion (-200 cp, discount Red)** You are in touch with your feelings, and those of others. You know how to give a pep talk, get people energized, and when to commiserate with them.

**Green (G)** The color of Nature, Green seeks harmony through acceptance. Green is all about nature, tradition and spirituality, about connections to plants and wildlife. Green mana grows in the thickets and forest depths. Green magic is used to enhance creatures and destroy the artifice of society. In the Valley, green is most associated with those providing food or in harmony with nature: rabbitfolk, frogfolk, raccoonfolk and squirreelfolk.

- **Speak with Beasts (-100 cp, free Green)** You understand dumb animals instinctively, like insects and fish. They don't talk back in words, but you get emotions, needs, and intentions. Works best with repeated exposure. You're a natural handler or rider.
- **Natural Balance (-100 cp, free Green)** You can survive and thrive in the wilderness, in any biome. You can sense when something is disrupting nature.
- **Savage Strength (-200 cp, discount Green)** Nature isn't always gentle, nature is red of tooth and claw. You have the strength, ferocity and killer instinct of a wild beast when you need to.
- **Roots of the Past (-200 cp, discount Green)** You're attuned to ancient traditions, natural cycles, and the wisdom of those who came before. You learn old ways easily, and find ancient secrets with a little work.





## **WEAVES**

*Become proficient in magic.*

*Anyone can learn these (save the Spark) given enough time and effort, so pay to start a master.*

**Druid of the Spade** (-200 cp, discount Rabbitfolk) Rabbitfolk tend to focus on the most useful of magics, those that heal and speed growth and encourage fertility, yielding bumper crops in record time without exhausting the land.

**Enhancement** (-200 cp, discount Mousefolk) Mousefolk use magic to toughen and strengthen their bodies and weapons. Their best weaves, however, are haste. Masters like yourself can move so fast you appear to be thirty or forty beasts because of the afterimages.

**Enhance Others** (-200 cp, discount Birdfolk) Birdfolk specialize in buffs, spells that protect or strengthen a whole unit of comrades, including protection from specific effects.

**Hydromancy** (-200 cp, discount Frogfolk. Otterfolk) Or perhaps you can learn to weave water, moving it where you need to.

**Ossomancy** (-200 cp, discount Squirreelfolk) Necromancy is strictly forbidden on animalfolk, and often frowned on when used on the Calamity Beasts. Insects, though, are fair game. Rotcalling is a specific form of this magic that uses Black magic to rapidly decay a target.

**Psionics** (-200 cp, discount Ratfolk) You have learned to hypnotize others, to wield telekinetic force, and to walk in dreams.

**Pyromancy** (-200 cp, discount Lizardfolk) Lizardfolk magic involves invoking and shaping fire, something you've become highly skilled at.

**Trash Magic** (-200 cp, discount Raccoonfolk) One folk's trash is another's treasure. You can telekinetically control random odds and ends and trinkets for defense or attack.

You may be able, like Ringtail, to create wonderful holographic illusions using trinkets as a focus, of the adventures you’ve had with them.

**Stargazing** (-200 cp, discount Batfolk) Batfolk are astrologers, though their insights tend to have little to do with day-to-day concerns. In spellcasting, they’re more like clerics, if they invoked cosmic forces instead of a deity. Very powerful in the right context, but highly mysterious as well.

**Spellthief** (-300 cp) Like Zoraline, you are surprisingly skilled at stealing mana from other weavers and active workings to fuel your own spellwork.

**Quickest of Studies** (-400 cp) Like Alania, you can learn a weave (in effect, any spell) after watching it performed once. This won’t give you mastery, but experience and careful thought will get you most of the way there, since you start at at least proficiency.

**Ignition** (-1,000 cp) Bloomburrow has no native planeswalker, and while you aren’t precisely native to this plane, still that’s about to change as a Spark within you ignites. Once Planeswalkers were mightier than gods, like stars of mana that could form avatar bodies, who reshaped and created and destroyed whole planes at will. Those days are done, and what you have is a post-Mending, Newwalker Spark, which still sets you comfortably among the mightiest and most versatile of wizards and gives you the ability to form landbonds and tour the local multiverse pretty much at will.



**THINGS**

*Gain +200 just for this section.*

**Bumbleflower’s Sharepot** (-100 cp) An everfull pot of savory and filling stew. Those who eat are inevitably reminded of home and of friendship and fellowship.

**Corpseberries** (-100 cp) Rare berries that grow only on the body of a dead Calamity Beast. Eating them gives you a surge of temporary strength.

**Heirloom Epic** (-100 cp) A book of ancient legends from this, and every world you visit from here on out, annotated for truth and accuracy.

**Patchwork Banner** (-100 cp) With thistle, quill, twig and beak, the finest artisans of each animalfolk society stitched unique quilts, patched together as a symbol of harmony. Besides being quite comfortable, this serves as a reminder that very different people can live and work together, and is excellent at cooling tempers and opening others to reason.

**Shortbow** (-100 cp) Take heart, take aim, take them down. For whatever reason, you never run out of arrows.

**Starforged Sword** (-100 cp) A sword made from rare sky-iron. It is extremely sharp and well-made.

**Dewdrop Cure** (-200 cp) Dew from this flower becomes a healing potion. Keep it well.

**Feather of Flight** (-200 cp) When you hold this feather, your heart takes flight, and your body follows soon after as you grow wings.

**Ironsap Seeds** (-200 cp) Seeds of the Ironroot tree, which grows a core of pure and solid steel, each succeeding ring having greater impurities. The sap of the Ironsap tree is like iron, just more malleable until it hardens, and is the most common source of metal tools and weapons in Valley.

**Crag flame** (-300 cp) Mabel's flaming sword, or a duplicate, made from the fang of Wildsear, it carves up and burns any known substance with ease, and can wound or even kill Calamity Beasts and similarly 'immortal' beings.

**Rallying Horn** (-300 cp) The power of friendship is a truly wondrous thing. Once a year, you can blow this horn and by sheer happenstance or coincidence, all your friends will be nearby to hear it and rush to your aid.



## **CALAMITIES**



**Blind Eternities** (+0 cp) There are countless planes stacked upon each other and sideways, and kind of intermingling at points. Dominaria, New Phyrexia, Ravnica, Tarkir, Ixalar, Innistrad, Lorwyn, Zendikar, Theros... to name just a few. Wander further and you may find even stranger planes, Marvelous worlds, Forgotten Realms, planets beyond numbering. So feel free to supplement or crossover this Jump with any other, it's a truly grand multiverse.

**Briarbend** (+0 cp) Some of the earliest concepts for Bloomburrow were wild, like a highly advanced solarpunk world of talking animals, or animalfolk squatting in the postapocalyptic ruins of human civilization. If you'd rather experience either of those worlds, take this setting toggle.

**Absent-Minded** (+100 cp) You are easily distracted, sometimes forgetful.

**Clumsy** (+100 cp) You trip, drop items, and bump into things a lot, but never during a crisis.

**Grudge** (+100 cp) Folk in Bloomburrow may tend to be friendly and wholesome, but they are still people. You will find yourself in the middle of some deeply petty feud, from a generational backwoods conflict, to a competition over pies that gets entirely too heated.

**Long Seasons** (+100 cp) Normally, you would stay one year in Bloomburrow. Now it's ten. Take this a second time and it will be twenty, a third makes thirty and past that... you can't take this.

**Season of Terror** (+100 cp) Start in an earlier time, when all animalfolk in Valley lived in the deep burrows, and Wildsear was slowly tunneling in. Or in a future crisis.

**Impulsive** (+200 cp) You're hot-headed, impatient, and it's likely to get you in some trouble.

**Vagabond** (+200 cp) You are an itinerant traveler, with few possessions and no place to rest your head. In short, you are locked out of the Warehouse or equivalent, and cannot access your stuff from previous Jumps, unless they were already part of the Magic: the Gathering (specifically!) section of the Blind Eternities.

**Stranger** (+200 cp) You have an off-putting aura of strangeness most disagreeable to the locals. You will find little of Valley's famed hospitality, as all the animalfolk would prefer you leave. Now, please.

**Dragonhawk** (+300 cp) What happens when a dragon of Tarkir made it through an omenpath, becoming a great four-winged hawk with some reptilian features.

Dragonhawk has been menacing the good people of the Valley who have no frame of reference for it except a Calamity Beast. Well, now the dragon has developed an intense and hostile interest in you.

**Bound** (+400 cp) You lose access to all perks and powers from previous Jumps. You keep knowledge and mundane skills, your Body Mod as applied to your new form, and any perks from previous Magic: The Gathering Jumps.

**Calamity Bait** (+400 cp) You draw Calamity Beasts to you, your scent drives them mad with rage.

**Dinner Bell** (+600 cp) Bloomburrow is pretty off the beaten omenpath, only a couple planeswalkers even know it exists, the Phyrexians and Bolas neither know nor care. Or at least, that used to be the case. Now, Bloomburrow has cosmic importance as the rumored store of a great many artifacts of Urza's, maybe even the secrets of restoring the Old Sparks. Or whichever non-Bloomburrow setting you wind up in.



**END**

*What now? Go home, settle down, press on?*