

Bablovak (Magic: The Gathering Un-Set Jump)

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V.1.2



Welcome to Bablovak, a crazy little plane in the far reaches of the Un-iverse. Also known as the „mad scientist“ plane, Bablovak values science above all. The oldest known document on Bablovak is the *Carta Scientia*, the Science Charter. It's most important quote reads: „We cannot understand anything until we first understand the world around us.“. This idea is crucial to the Bablovakian mindset and gave rise to the idea that every science should be able to form its own government. The goal was to encourage people to appreciate science as a means to see the world and have a government based on the basic sciences like biology, chemistry, physics and so on. The people who wrote the *Carta Scientia* (and most of the Bablovakian population in general) however did not understand basic human nature. Instead of creating a government based on basic science, the plane is now ruled by five bonzo governments, each one crazier than the other and all embracing their own brand of mad science as if it were a virtue.

According to Bablovakian law, any change to the system has to be approved by all five factions that make up their pentarchy. This has resulted in each of the factions basically controlling their own areas, those areas being more subject matter than geographical. Despite the quarrels between the factions and the lack of an overarching governing body, the plane of Bablovak has become a plane in which everyone can be exactly what they want to be. You want to turn yourself into a machine or an animal, or spy on your neighbour, or threaten your neighbour, or just blow up your neighbour? You're in luck, there's a government for you. And just in case you ever try to question whether that's okay, there's always the latest new shiny toy to distract you.

The Pentarchy of Bablovak is made up of five factions which all have their own unique ruler and governing style. The five organizations that make up Bablovak are the Order of the Widget, the Agents of S.N.E.A.K., the League of Dastardly Doom, the Goblin Explosioneers, and the Crossbreed Labs.

If you like explosions, spies, hammers, squirrels and overall insanity, you're going to like this place.

You start in Port Gizmo in a district of the faction you're associated with. If you're a drop-in, you start in a district of your choice. Also, here's 1000 CP. Spend them wisely.

Origin

There are five factions controlling Bablovia. You can choose to be a member of Order of the Widget, the Agents of S.N.E.A.K., the League of Dastardly Doom, the Goblin Explosioneers, the Crossbreed Labs or you can choose to be a Drop-in this world with no prior memories. Each of these options will give you their 100CP perks and items for free and also give you a 50% discount on all other perks and items associated with them. Each faction also has related races which will become free for you to choose.

1 - Drop-in

Well, what do we have here? You suddenly appeared in the bustling town of Port Gizmo without any prior knowledge, a stranger in a strange land. Don't worry though, even if you're complete outsider, you won't stick out like a sore thumb. The people of Bablovia are more than used to strange behaviour and weird looking creatures. You may choose Donkey as your race for free.

2 - The Order of the Widget

The Order of the Widget is a technocracy, or a government ruled by technology. The organization was founded 54 years ago by a man called Calvin Granderson, a man strangely obsessed with toast. He ran into a big problem though. When he was on a vacation, he found himself having bread but lacking a toaster. Enlightened by this experience, he did what every good Bablovian would do. He invented something, a portable toaster to be precise. However, he still wasn't satisfied because one evening, he was craving some toast while he was in bed, his trusty toaster not at hand. To ensure he'd never have to go without ever again, he replaced his left hand with his toaster. One thing led to another and he ended up replacing all of his body with various tools and gadgets. He became the computer known as the Grand Calcutron and the leader of his Order of the Widget. And that man, who is technically now a machine, to this day has toast whenever he craves it.

The Order of the Widget seeks to use technology to improve their lives and help others. Just as their leader, the Order is all about self-enhancement and most of it's members are Cyborgs having replaced parts of their body with different gadgets, from wings to wheels and even refrigerator units. The mana colours of the Order are white and blue. Members of the Order can choose Cyborg as their race for free.

3 - Agents of S.N.E.A.K.

The Agents of S.N.E.A.K are a kleptocracy, a government ruled by thieves. Their ruler is whoever is in possession of the Golden Ruler, currently a human called Phoebe. S.N.E.A.K stands for, uh, well, nobody really knows. The goal of the organization however is, well uh, no one knows either, not even the organization itself. The Agents started out as a simple job-share board. People would post tasks they needed done and other people would do them for money. Bablovia being Bablovia, inventors designed gadgets to solve these tasks. However, some of them went overboard and made gadgets far more expansive than the actual pay. To be able to support their gadget habits, some of them turned to a life of crime. Before you knew it, the job board was the centre of organized crime in the city.

The Agents of S.N.E.A.K. are really bad Spies with cool toys. They're pretty paranoid and are quite obsessed with spy paraphernalia. They're constantly inventing new things to out-spy one another. The faction itself is rather chaotic, no one quite knows what they are supposed to do and about half

of its members seemed worried that the whole organization was just another of the factions playing an elaborate joke. The mana colours of the Agents are blue and black . Agents of S.N.E.A.K may choose Human as their race for free.



4 - League of Dastardly Doom

The League of Dastardly Doom is a oligarchy, a government ruled by a small number of people. The league is run by a cabal of super villains who are all at odds which each other. The current roster is the Baron Von Count, the brainiac The Big Idea, the necromancer Grusilda and the killbot master Mary O'Kill. It started, interestingly, as a super villain support group. A man named Major Monologue had tried to poison the city's water supply, but had inadvertently mixed up the poison with a fluoride treatment and ending up instead helping out the populace's teeth. He was a bit bummed, so he convinced a few fellow criminals to join him and talk through their various misfortunes. It turns out super villains have a much higher error rate than the average citizen. News of the support group grew, and it became the place to be seen for super villains Nowadays they have branched into many different subgroups such as one for bank mishaps, doomsday machine malfunctions, secret lair accidents, henchmen recruitment service, purchasing machine parts or even a calendar monitoring group to ensure citywide demands aren't bumping into one another. Their main responsibility is overseeing super villain licensing though, every evil plot has to go through the league first. They also have a great internship program.

Unlike the Agents, the League of Dastardly Doom has a clear goal: World Domination. How they want to achieve this is a large topic of debate though. Some want to kill everyone, some want to enslave everyone, some want to scare everyone, some want to hypnotize everyone, some want to make the populace over-reliant on some new kind of technology. There's almost as many plans as there are people in the League. If you just want to spread some chaos with fellow super villains, this is the faction for you. The League's mana colors are black and red. Members of the League may choose Brainiac as their race for free.



5 - Goblin Explosioneers

The Goblin Explosioneers faction started years ago as the Steamflogger Industries, a pretty normal steel mill at the time. They were making, casting, and rolling steel — pretty mundane stuff. To stay competitive, they cut corners on safety measures and there were a bunch of turnovers. This led to a bad reputation for the plant and they eventually started having trouble getting enough workers. That's when the head of the company, a woman named Thorna Grabbler, came up with a rather radical idea: She went up to the mountains to talk with the goblins. The story is, she gathered an entire tribe together and showed them a whole bunch of different technology hoping that they'd like all the shiny things. Her plan worked, but not as she expected. The item they were fascinated with was the item she had brought to put everything together — a hammer. They'd never seen a hammer before and were enamoured by it. Thorna said that there were many hammers and other exciting technology in the factory and that the goblins would have access to all of it. The entire clan of Goblins chose to come work in the factory. Goblins being goblins though, they started to experiment, which in turn resulted in many disasters. The overflowing Goblins and the grave dangers of experimentation led to all other workers quitting and nowadays, only the Goblin Explosioneers remained.

Their government is part kraterocracy, rule of the strong, part kakistocracy, rule of the stupid, and part democracy. The current alpha goblin is Ol' Buzzbark. The Bablovian Goblins are tinkers obsessed with hammers that experiment with lots of crazy and explosive ideas. They breed fast enough to not wipe out their race. Their mana colors are red and green. Explosioneers may choose

Goblin as their race for free.

6 - Crossbreed Labs



The Crossbreed Labs is technocracy of creature hybrids that have used their inventions to create a perfect society where everyone is their true self. Their story began 28 years ago when 3 scientist were looking for a cure for cancer. They tried to grant a human host the immunity of an iguana through a new procedure. Instead, the subject grew a tail. Two of the scientist saw this as a great defeat, Doctor Julius Jameson however realized they had stumbled upon something profound. Their technique could allow people to graft elements of other animals onto themselves. Dr. Jameson realized that they had made a discovery that could reshape humanity — not even just humanity, but all species! What if science gave an individual the power to become whatever they wanted? To demonstrate what he meant, Dr. Jameson undertook the procedure to get a pair of wings. He had always wanted to fly and now he was able to express that element of himself. When he opened up the procedure to students of the university, the demand was huge. Pick your animal and you could become it. There wasn't any need to stop at one. If you felt part turtle, part jaguar, that's what you could become. The university became the centre of this new way of life, and people came from all over Bablovia to join what was becoming a commune. After he mixed in dinosaur DNA, he chose to change his name and became Dr. Julius Jumblemorph.

Most members of the Labs are a mix of many different creatures. Their goal is not something like world domination, they just want to let people be able to express their identity freely by becoming the animal(s) they identify as. They have vowed two things. One, that they will alter anyone who asks to what they call their „true form,“ and two, to provide a society where the people who have found their true form can live in peace. The Labs' mana colors are green and white. Members of the Labs may choose Crossbreed as their race for free.

Race, Age and Gender

For your age, roll **2d8+16** or pay 50CP to choose your age

For your gender, you stay as whatever you came with or change it for 50CP.

As for your race, you may choose your background's signature race for free or pay 50CP to choose another race. You can also purchase multiple races in case you want to be a Goblin-Brainiac or a Donkey-Cyborg. Crossbreed labs can be bought multiple times for even more animal parts.

Races

Donkey (free for Drop-in)

You are a humanoid donkey from the City of Ass. The City of Ass is a fabled place in the Un-iverse, rumoured to be able to produce any mana in existence. The donkey's may or may not be native to Bablovia, but they are an essential part of the Un-iverse. They are generally viewed as a simple minded, cheap and annoying people. According to the legends, their leader is a mystical creature called the Assquatch.

Cyborg (free for The Order of the Widget)

Cyborgs are persons whose physical abilities are extended beyond normal human limitations by mechanical elements built into their bodies. This might sound pretty impressive, but most Cyborgs in the Order just replaced parts of their bodies with convenient, everyday objects like a toaster or a spatula. You used to be a human once, but you've also chosen to „improve“ yourself and are now equipped with a handful of gadgets.

Human (free for Agents of S.N.E.A.K)

Though some humans are part of the League as well, they are mainly centred around the Agents of S.N.E.A.K. Bablovian humans are pretty much your run-of-the-mill humans, though maybe a little more crazy. They usually hold occupations like Spy, Rigger or Ninja.

Brainiac (free for League of Dastardly Doom)

Brainiacs are Brains in a Jar. Their bodies vary greatly from Brainiac to Brainiac. Some look mostly like humans, the only difference being that the upper half of their head is replaced by a fluid-filled Jar with a brain in the middle. Some other Brainiacs however resemble machines. The Brainiacs are characterized by their big intellect, but also by their chaotic tendencies.

Goblin (free for Goblin Explosioneers)

The mountain dwelling Goblins are a short, green-skinned humanoid race. They have low intelligence and poor judgement, but often demonstrate a certain ingenuity and affinity for artefacts. Almost all Bablovian Goblins are obsessed with hammers and experiments. They breed really quick which saves their race from extinction.

Crossbreed (free for Crossbreed Labs)

You are a mix of two or more different animals. The Crossbreed Labs let everyone have exactly the form they ever wanted to have. Ever wanted to be a Half-Squirrel, Half-Octopus? This is your chance. You can choose up to four different animals which make up your new mutated body.

Perks

All 100CP perks are free for their associated origin and other connected perks are discounted to their origin. General perks offer no discount.

General

Unstable Meta (- 100CP)

The Un-iverse resembles the Multiverse in many aspects. They share the same races, the same metaphysics and a general style. A few things are quite different however. The Un-iverse tends to be more light hearted, comedic and weird. This can also be seen in the games that are played in Bablovia. Sure, their card games have Life Points, Hands and Decks just as card games in other worlds would have, but the cards here tend to be a little stranger. Expect cards that need to be turned into confetti and thrown onto the field, cards that get stronger if you're opponent is taller than you or even cards that encourage cross-dressing. If you take this perk, you can take the wackyness of the silver-bordered Uncards with you. There will be popular card games with similarly crazy rules and meta-references in future jumps as well. Each future jump will also have a competitive league of this card game and nobody will find it strange that your creature cards will suddenly become unblockable if you lift them over the field. This can influence canon card games of future jump as well or you can toggle this power to be self-contained.

Unglued Together (- 200CP)

You get to bring a friend! A lot of games are meant to be played one versus one, heck, many don't even include rules for team scenarios. Don't these game developers know the more the merrier? With this perk however, the rules change. Card games, Boardgames, Video Games, all of these will always have a dedicated multiplayer mode if you so want. While the quality of these modes and variants will vary from game to game, you can always be sure that you can team up with your best friend and do a tag team duel.

Unhinged Challengers (- 400CP)

Fights to the death become exhausting after a while, don't they? Sure, the thrill and adrenaline of barely escaping with your life are truly exhilarating but they can become quite annoying after a while. You're enemies seem to have begun to feel the same, it seems. They have started to challenge you to more mundane battles as of late. Instead of a sword fight, they might challenge you to an arm-wrestle contest instead. Instead of a duel with revolvers, they might resort to a staring contest. This perk doesn't change their feelings towards you and if they truly hate you, they might still be out to kill you, but it does make them more likely to want to settle conflicts with different child's games. Should you disregard what you bet for however or cheat, they will get back to their usual routine and probably hate you even more.

Drop-in



Incoming! (-100 CP)

It's nice to have a plan and follow through with it sometimes, isn't it? Doesn't it feel cathartic to tell your opponent exactly what you're going to do and they are unable to stop you? With this perk you can do just that. Whenever you announce what you are going to do, that very thing becomes just a bit stronger. When you tell your enemy you're going to slap them in the face, that slap will become a little bit stronger. When you proclaim you're going to jump over that cliff, you can jump a tiny bit higher.

Denimwalk (-200 CP)

You got a special kind of connection to the textile known as denim. Clothes made out of denim will always fit you perfectly and bring out the best of you. You also gain advantage when fighting against opponents wearing denim. As if their clothes are betraying them, people wearing denim will have a hard time seeing your attacks coming. Your punches will seem almost unblockable to them. Jump-chan is not responsible for your enemies suddenly stripping in battle.

Man of Measure (-400 CP)

Size doesn't matter they say but for you it certainly does. In battle, your powers change depending on whether your foe is taller or shorter than you. If he's shorter than you, you feel quicker and sturdier. It almost seems like you always get the first strike against taller enemies. If your enemy is shorter than you however, you feel invigorated and your punches hit harder than usual. Your height is measured by your own body, walking on stilts will not count as making you taller.

Squirrellink (-600 CP)

You've been blessed by Bablovia's finest, noblest and most majestic creature: the squirrel. For millennia, the cute critters have been ruling over the plane in secret and now it's your turn to hold the golden acorn and command over this glorious species. In your presence, squirrels become stronger and tougher: A regular red squirrel would be able to fend off Grizzly Bears as long as you are near. Further, your minions can grow squirrel-like features if you so desire and thus they'd be able to benefit from your buff as well. Lastly, damaging an opponent will magically cause squirrels to appear. The number of squirrels depends on how strong your attacks are, but they'll all be deeply loyal to you.

The Order of the Widget



Do-it-yourself Jumper (-100 CP)

The founder of the Order of the Widget once found himself in front of a great challenge: How would he be able to enjoy a great toast whenever and wherever he wanted it? His solution was simple. He hacked off his hand and replaced it with a toaster. Luckily for you, this perk will allow you to copy this act of genius. Your body is naturally able to incorporate mechanical parts into it and it becomes easy for you to repair your parts. You also become really good at coming up with new robotics to put into your body. Become the robot of your dreams!

Blurry (-200 CP)

I almost didn't see you there jumper! You seem to naturally blend in with your environment even if you would normally look out of place. Furthermore, you have a special advantage against people who do not wear glasses. Simply put, you appear very blurry, almost invisible to them. They might look straight at you and still don't see you coming. People wearing glasses, regardless of their strength, will be able to see you normally however. This ability is toggle-able

Rules Lawyer (-400 CP)

You have a special knack for rules and regulations. Wherever you go, you become an expert in the local law and know all about potential loopholes. You know exactly what you are and are not allowed to do at any given time and location. Furthermore, you can actually enforce the laws of the place and time you're in. You can magically compel everyone in a radius of 100m to follow the local laws and only the most strong-willed will be able to commit a crime in your presence.

Protection from Loose Lips (-600 CP)

Let's face it jumper. You're quite peculiar at times. Despite your strangeness however, people won't usually talk bad about you behind your back. Bad gossip will not affect you that much. Further, you also have literal protection from people with loose lips. As in, nothing and no one with an open mouth can block, target, deal damage to or attack you. Perfect when dealing with hot-headed protagonist type of people. This ability is toggle-able just in case you might actually want people with an open mouth to target you.

Agents of S.N.E.A.K.



Accessories to Murder (-100 CP)

In the right hands, every little thing can be a murder weapon and your hands just happen to be the right hands for the job. You become gifted in creating spy gadgets and murder weapons out of everyday objects. You also become incredibly inventive, every thing you see in your day to day life sparks new ideas for a funky new tool.

Graveyard Busybody (-200 CP)

They say that you have to hang around the graveyard to catch the talking dead! You become very knowledgeable in all things related to graveyards and burials of every culture you might encounter and you are able to hold the most memorable and heartbreaking funerals that are sure to make even the toughest man weep their hearts out. You also gain the ability to learn about the history of the deceased by touching them or their gravestone. While this will not give you all the small details of their lifetime but by just a small touch you will gain a general feeling of what kind of person the deceased was in life.

Spell Suck (-400 CP)

You become an expert in countermagic and know exactly how to neutralize unwanted spells. All your counterspells also get a nifty side-effect. Whenever you counter a spell, it turns into a small contraption related to the sort of spell you countered. You might counter a pyromancer's fire bolt and find yourself with a new oven or counter an ice spell only to have created a cool new refrigerator for your home.

Intentionally Left Blank (-600 CP)

You are one of the Un-iverses greatest thieves. Nothing can escape your nimble fingers and you can steal almost everything. Your ability to steal things is not limited to physical objects however. Just like S.N.E.A.K.s current leader Phoebe, you have mastered the ability to steal abilities and memories. By holding someone for a few minutes and channelling your magic into them, you can steal their memories or special abilities they might have. Due to the amount of mana your stealing takes, you're left weak and exhausted after the extraction. Enemies with magical defenses, wards or hexproof cannot be attacked with this ability. However, while you can steal almost everything, this perk does not actually give you the power to give the abilities back. Also, stealing someone's ability does not necessarily give you the proficiency or resources to use them. A dragon's fire breathing may require you to use up red mana for example.

League of Dastardly Doom



Entirely Normal Supervillain (-100 CP)

You're really good at being bad. You are a natural master of pranks, hurting people's feelings and plans for world conquest. Whenever you do something with a malicious intent, things work out a little better. Indulgence yourself in all your pettiness, it will help.

Super-Duper Death Ray (-200 CP)

Sometimes, Overkill is the right answer. All your attacks and spell gain a special, penetrative power. When one of your spells hits a summoned minion and would kill it, all excess damage is immediately transported to its summoner, no matter where that summoner may be.

Monster Masher (-400 CP)

Frankenstein's got nothing on you, jumper! You are learned in the art of corpse-stitching just like one of the League's leaders, Grusilda. You have the knowledge and magical power to combine almost any kind of two corpses and bring your masterpiece to live. These zombies retain all abilities of their parts without any negative effects just glueing them together should have. Zombies created this way also appear very menacing, striking fear into the masses.

The Countdown is at One (-600 CP)

The Baron von Count always loved countdowns. The last tick of the clock before the bomb blows up was like magic to him. That's why he developed a technique that can make both him and everyone he meets feel the same excitement as well. You, jumper, have also learned this technique. At will, you can turn your eyes into resembling a clock. Anyone who meets your gaze will be locked into a psychic realm with you, an empty chamber a few hundred meters in size. While you're in this realm, the time in the real world stops moving. Any damage you suffered here and any piece of equipment you were carrying that was destroyed here will not transfer to the real world either. The only way for you and the person you locked eyes with to escape is hitting each other a single time. Only a single punch, no matter how weak, has to hit and you're both back in your real bodies. However, the loser of this battle will get some lasting effects. Any damage the loser suffers from the winner in the real world will be twice as hard, any pain he suffers doubles in intensity.

Goblin Explosioneers



Hammer Jammer (-100 CP)

Sometimes, all you need is a hammer. You've become insanely good at all sorts of Do-it-Yourself work and inventing gadgets, even with unusual parts. They might seem crude and useless from the outside, but the contraption you invent do their job just fine. You also become good at repairing things, there's nothing you and your hammer can't fix.

Ground Pounder (-200 CP)

Ever seen a mountain-sized hammer and thought „Man, I wish I could carry that?“ Well, now you can. Regardless of your actual physical strength, your carrying capacity has been increased greatly and you'd easily become the king of any gym. This power is strictly limited to carrying or lifting things but it makes you strong enough to easily uproot trees or throw a megalith at someone.

Hatomancy (-400 CP)

The Goblins of Bablovia are obsessed with two things. Hammers, as you might have noticed, and hats. They actually crafted their own school of magic surrounding the latter called Hatomancy. You have become one of those Hatomancers. You can conjure all sorts of hats. A straw hat, maybe a pirate-y tricorne or maybe you want to show everyone your euphoria by equipping your army with slick fedoras. Choice is yours. In your presence, hats, no matter how silly, can also induce a menacing effect if you so want, striking fear into the hearts of all but the mightiest warriors.

Steamflogger of the Century (-600 CP)

You are one of the greatest riggers the plane has ever seen. You assemble contraption like it was nothing, building one crazy machinery after the other. More often than not, your contraption are so sophisticated that even despite using sub par material, these machines will never stop working. Also, you have a knack for building contraption that build new contraption themselves. Just don't cause them to take over the world by accident!

Crossbreed Labs



Gimme Five (-100 CP)

Doesn't it feel great if you just did something awesome and your mate comes over and gives you a high five? Adding to that satisfaction, getting high-fived by someone now invigorates you and makes you feel healthier and stronger. You can only get energy every 30 seconds by the same person however.

Just a Second (-200 CP)

A particular branch of the Crossbreed Labs dedicated themselves to the way of the Luchador. These animals are the kings of the Bablovian rings and highly popular at every age group. You have mastered one of the techniques of the Slaying Mantis. Whenever you do a drop attack from a height higher than five feet, you can freeze time for everyone but yourself until you hit the ground. The time is only stopped for as long as you're actually falling, stopping mid-air or flying back up will make time go forward again.

Better than One (- 400 CP)

Two heads are better than one is a saying that some of the Crossbreed Labs take literally. What better way to put your heads together than literally fusing yourself and a partner? You have learnt the ability to fuse yourself with a willing friend or companion. You keep both of your strengths and abilities and don't suffer any negative effects that the sudden fusion of your bodies might have. Both of you can willingly split your bodies up again at any moment and take no damage by doing that. You can only ever be fused to one person using this perk. As the saying in Bablovia continues: „Two heads are better than one, but after that you run into diminishing returns.

Clever Combo (-600 CP)

To the Crossbreed Labs, your looks is the highest form of self-expression and they go to great length to rebuild their body in their own, spiritual image. You are trained in the biomagic and science taught by the labs and your body has become accustomed to mutating. You find it easy to cross your DNA with about every animal and enhance yourself that way. Taking the Crosslabs philosophy into your heart, you have also learned how to combine your alt-forms, remnants of your past and present identities, together to create new forms.

Items

Same rules apply to items as they did for perks. The 100 CP item is free for your associated faction and every other item of that faction is discounted to half its price.

General

Cardboard Carapace (-50 CP)

An armour made out of the Magic: The Gathering cards. It's not very effective and barely covers your body, but that Black Lotus covering your nipple might make people really jealous and angry.

Giant Fan (-50 CP)

A really big, electronic fan. Don't play card games in front of it.

Jester's Sombrero (-50 CP)

A fancy looking Sombrero.

Un-cube (-100 CP)

A cube is a pool of cards selected for the purpose of playing a limited game. This cube has up to 720 cards and is designed to be played in a draft environments. The cards in it are a mix of cards representing your adventures and cards from Magic: The Gatherings Un-Set. You can have this cube actualize or randomize itself every year.

Super Secret Tech (-200 CP)

A small machine that can turn every card you own into a premium version of itself if such a version exists. Make some mad money by selling those Expedition Shocklands.

Jumpercracy (- 400CP)

Bablovian's government is made up of different, smaller government based on different sciences. You also have your own faction of mad scientists dedicated to you. Their theme can be any one of your choice and they are very loyal to you. Your faction also has a seat in the Bablovian government and can thus influence decisions over the whole plane. In all following jumps, there will also be an off-shoot of your government of mad scientist, albeit with less political power than they'd have in Bablovian.

Drop-In



Ashnod's Coupon (-100 CP)

A coupon that will grant you a free drink from any vending machine. Respawns in you wallet everyday.

Shoe Tree (-200 CP)

A tree that grows shoes. You can plant it in your warehouse or on any property you own and it will constantly provide you with shoes that fit your feet perfectly. It will also always grow the exact number of shoes of a kind you'd need, so don't worry about growing a few extra ones. Can be imprinted to grow shoes for a different person.

Amateur Auteurs (-400 CP)

A theatre group that follows you around and makes plays based on your adventures. Their costumes and props may look amateurish, but their passion for theatre and for your journeys will make them popular wherever you might go.

The Order of the Widget



Record Stone (-100 CP)

This stone automatically records all your adventures into books and catalogues them in a new room attached to your warehouse. The way the stories are written might be really dry and mechanical.

Gnomeball Machine (-200 CP)

A machine that produces Gnomes, small mechanical creatures that are great at doing your household chores.

Animate Library (-400 CP)

A living library containing all sorts of Bablovian wisdom and science. The library is a loyal servant which obeys your every command. It gets stronger with every book in it, but will never be get stronger than you are. The spirit animating the library can transported to any library or collection of books you own.

Agents of S.N.E.A.K.

Dispatch Dispensary (-100 CP)

A mail system connecting your warehouse and all your buildings and properties via pneumatic tubes. Mails and small items sent via this system appear almost immediately at the recipient's place no matter the distance. Cannot be used to send living beings. Follows you through your jumps.

Top Secret Tunnel (-200 CP)

A system of secret, underground tunnels connecting your properties and the local roads. The entrances are also equipped with giant, neon signs if you want to make your tunnels not so secret after all.

Split Screen (- 400CP)

A series of 4 different observation screens. Every screen shows a live stream of a location you specified beforehand. The chosen location offers no evidence you're actually spying there. To choose a place to be observed you have to stand in that location.

League of Dastardly Doom



Clock of DOOOOOOOOOOOOOM! (-100 CP)

A clock made by the genius Baron von Count. Not only does this clock always show the correct local time, but it also empowers any nearby machinery. All machines near the Clock work a little bit faster than usual without damaging them. Does not come with a snooze button.

Lackey Recycler (-200 CP)

Sometimes, minions just die way to easily. With this machine you can at least recycle them. Any corpse put into this machine will be used to fuel other machines and the brains will be nicely pickled in a jar. You can also access the memories of the brains using this machine, but damaged brains may result in faulty memories as well.

Jumping Killbots (-400 CP)

A collection of 16 loyal Killbots, robots only made to, well, kill people. They also possess the ability to switch places with you instantly, no matter where you might be. Respawn every jump.

Goblin Explosioneers



Joyride (-100 CP)

A fancy car-thing that's the pinnacle of Goblin engineering. May include a lot of hammers and fireworks.

Krark's Thumb (-200 CP)

A thumb of a legendary Goblin, this odd little thing will make you lucky. Or rather, it will help you manipulate coin flips. When you have Krark's thumb on you, whenever you make a coin flip, you can flip two coins instead and choose which of these you prefer and ignore the other one. No one will ever question this or accuse you that this would be cheating.

Krark's Other Thumb (-400 CP)

Krark was the kind of goblin who'd lose his thumb in a wager and come right back with "Double or nothing!" This odd little trinket will boost your luck as long as you carry it with you. Further, just like his first thumb, this one also makes you able to manipulate gambles, in this case dice rolls. Whenever you roll a dice, you may roll two dice instead and choose the outcome you'd prefer. Again, no one will ever question this or see this as cheating.

Crossbreed Labs



Oaken Power Suit (-100 CP)

A sturdy looking armour made out of Oak wood. While weak against fire, this armour will also make squirrels like you more.

Bee-Bee Gun (-200 CP)

A machine gun that literally shoots bees at your enemies. It never seems to run out of ammunition and has a smells pleasantly like honey.

Sap Sucker (-400 CP)

A tap that can be applied to any sort of tree to suck out the sap. The sap sucker is also able to suck out the life energy and mana out of a tree. Also gives you instructions to produce more Sap Suckers.

Companions

Oh, did you bring some friends with you? Or do you want to recruit some mad scientists?

Import (-50 CP per Import)

You may import one of your existing Companions or create a new one. This companion gets a Background, Race and all freebies associated with them plus 600 CP to spend.

Recruit (-50 CP per Recruit)

Really fancy Dr. Julius Jumblemorph or X? Or liked a character in one of the great artworks of Unstable? With each purchase of this, you can recruit an existing character of Bablovia or the Universe to join you as a companion. While they are theoretically not obliged to follow you, every purchase will push you two together and make it extremely likely that you'll hit it off and that they'll want to join you.

Mutant Pet (-50 CP per Pet)

Ever thought a cat would make for an even better pet if it could live underwater and had pincers? Ever wanted to have a dog that can climb up walls and carries a house on its back? This is the time to get your dream pet! For 50 CP, you get a an adorable mutant pet specifiially manufactured to your liking. It's a mixture of up to three animals. Top sellers include the Dogsnail, the Crab-rabbit and the Hydradoodle.

Drawbacks

Drawbacks grant you some additional CP to spend. You can get up to 800 CP through your Drawbacks.

When Worlds Collide (+0 CP)

While they use similar mechanics and a similar metaphysic, the Un-iverse and the Multiverse are usually separated. With this however, they become one: Bablovia becomes another plane of the Multiverse just like Kamigawa or Innistrad. What this might imply is up to you to find out...

Half-Jumper, Half- (+100 CP)

There has been a little misunderstanding with the guys of the Crossbreed Labs and one thing led to another and now you've become a mutant. You're half of what race you arrived here and half a random animal. For some reason, even the smartest scientists of the Lab seem unable to undo your augmentation. Better get used to your new form!

Chivalrous Chevalier (+100 CP) (Can't be taken with Mother of Goons)

You are a very polite person, Jumper. Annoyingly so, to be honest. You feel the immense urge to constantly dish out compliments, even in the middle of a fight against your mortal enemy, you can't help but to tell them how great they are looking today. While it might be charming at first, people will get annoyed by you very quickly.

Mother of Goons (+100 CP) (Can't be taken with Chivalrous Chevalier)

Let's face it jumper, you're kind of a dick. You can't help but to spew out mean insults against everyone you meet. You just can't keep your mouth shut and make enemies everywhere.

Hammer Obsession (+100 CP)

You like hammers. A lot. As in, you'd much rather paid in hammers than in gold. When you see a hammer, your whole attention turns to it and you just can't help but thinking about hammer's all day long. You've pretty much become a Bablovian Goblin.

Crow Storm (+200 CP)

Crows seem to hate you. Wherever you go, these pesky little birds seem to follow you, always waiting for a chance to attack or annoy you. Even if you kill them, there are always more Storm Crows to pester you.

I'm Rubber, You're Glue (+200 CP)

You can only speak in rhymes.

Mandatory Friendship Shackles (+400 CP)

Your feet have been shackled together. While they are not holding your legs together too strongly, they do feel heavy and will impede your movement abilities.

Last Strike (+400 CP)

You are very slow. In combat, you are never the one to get the first strike in, in fact, a lot of opponents might even strike you twice before you have even lifted your arms.

Magic Word (+400 CP)

You've been cursed the moment you entered Bablovia. You now have something quite opposite of a safe word, a word that when you hear it makes you weak and suggestible. You do not know the word yet, but you are sure to find out sooner or later. While it won't be one of the most common 500 words, you will definitely hear it every now and then and suddenly feel all the power leave your body.

Kindslaver (+400 CP/+ 800CP)

Something went really, really wrong when you landed in Bablovia. You are stuck in your body without any way of moving it by yourself. This sounds pretty horrific, but at least there's at least one hope: One of your companions is now controlling your body. You're basically stuck together in your body, but only that companion is able to take action. You on the other hand are only capable to telepathically communicate with the companion in control. If you do not have a companion that could take over your body (or just really want to have some random maniac controlling you), Kindslaver grants you 800 CP instead and a random Bablovian controls your body. Good luck, you will need it.

End Step

After you've spent your ten years in Bablovia, you're given the choice between three options.

Go Home

Stay In Bablovia

Take an Extra Turn into another world

Notes

- Bablovia is part of the Un-iverse, a Multiverse separate from Magic's normal Multiverse. Unless you take When World's Collide, planeswalking between these two should be impossible.
- The Drop-In Perks and Items take their inspiration from Magic's previous Un-sets Unglued and Unhinged. These sets are NOT confirmed to actually take place in Bablovia, but as they are part of the Un-iverse I saw them as a good fit for the Drop-In background. You can consider all Silver-bordered Sets (Unhinged, Unglued, Unstable, Hascon Promos) and the Heroes of the Realm cards as canon for this setting
- If you want to learn more about the cards of the Un-sets, I recommend <https://scryfall.com/advanced> as you can even filter through the different factions using the „Watermark“ option.
- An Introduction to Bablovia can be found [here](#)
- It's pronounced Ba-BLO-vi-a.