SLAYER MAGIC



Story by Perfect Lionheart, Jump by Aehriman

After Halloween, it turns out nobody's costume left anything significant over. However, that doesn't mean they didn't wish it had. Also, in the backlash of all of that chaos magic, that doesn't mean there wasn't magic to be found...

Welcome to the universe of Slayer Magic, a Buffy the Vampire Slayer fanfic with multiple crossover elements, mostly with Magic: The Gathering. A fiction by infamous writer Skysaber/Perfect Lionheart.

Following a slight variation on the Halloween episode that launched a million fanfics, where everyone was transformed into their costumes - Xander here dressed as the human Torch and had a merry night incinerating thousands of vampires, while without his help and with Angel hunkering down, Buffy was badly beaten and hospitalized - Xander, Willow, Amy and Harmony explore the shop of chaos mage Ethan Rayne seeking more of the same kind of magic.

Among sundry gag spell items, they find an old Magic the Gathering deck that transforms Xander into a kind of pseudo-planeswalker when the cards really do summon monsters (well, turn people into them) and cast earth-shaking spells, engaged in a life-or-death game with all the forces of evil seeking dominion over the Earth. The girls become his first units and members of his ever-growing harem.

You will remain here for a standard decade, have **1,000 counter points (cp)**.

AGE, RACE, SEX, ETC.

Seems a little silly to care much for the incidentals in a setting where you can be a vampire or an angel or an elf. But feel free to change any of these things you don't like about yourself or find inconvenient.

ORIGIN

Drop-In (DI) You appear the morning after Halloween, with nothing but the clothes on your back and/or any haul from previous Jumps.

Empowered Person (EP) Jumper only pawn in game of Life. You were minding your own business when you got turned into a Magic card, conscripted into a shadow war for the fate of the world. Or were you possibly lured in with the promise of some tacky jewelry "shinies"? Either way, you're in it now, victory or death.

Pseudo-Planeswalker (PP) You, instead of or in addition to Xander, took a Magic deck from Ethan Rayne's shop. Now you're a player in the Great Game of Those Who Would Be Gods. The reverberations of your awakening as one of the greatest mages of all time (turns out, even a heavily nerfed planeswalker who can't access the Blind Eternities is *really* strong) has been felt by all the other players who will try to snipe the new guy. Best of luck.

True Villain (TV) You're a player in the Great Game, one of the many lining up to rule or destroy this world. You know what you want, and nothing will stand in your way.

Vampire Slayer (VS) Oh, yeah, remember her? The actual hero of the main story? Because Xander and crew only seem to when they want to dunk on her for not being as clever and effective (meaning, lucky) as them.

COLOR(S)

Pick one color allegiance for free, a second for 50 cp, and a third for an additional 50 cp. Three is the limit, I'm afraid, more is just impractical. Abilities are discounted to their respective colors, 50 and 100 cp discounted abilities are free.

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 plains, and white units are often human heroes, armies, knights and angels. White magic is good at protection and healing. White cooperates easily with traditional green and scholastic blue, but has issues with the independent and selfish spirit of red and black.

- **Angelic Voice** (-50 cp) You have an incredible singing voice, definitely supernatural. You have fantastic range, perfect pitch and no trouble harmonizing with others.
- **Flanking** (-100 cp) Your knowledge of tactics serves you well. Whenever a creature without flanking or otherwise uncommon tactical acumen blocks you, it is -1/-1 until the end of turn.
- **Vigilance** (-200 cp) You can attack without tapping! Which... only really matters if there's an effect like the deck in play, but is very handy for being able to attack and defend on the same turn.

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 islands, blue units are largely birds and sea monsters, but also include wizards, djinni, and sphinxes. Blue magic is great at illusion, divination, scrying and counterspelling. Blue can understand the value of the selfish/selfless aspects of white and black, but cannot fathom the irrationality of red and green.

- **Prestidigitation** (-50 cp) Blue is the color of magic, and so you can do all kinds of minor spells and cantrips like hovering or basic repairs without even tapping mana.
- **Flying** (-100 cp) You can be blocked only by creatures with flying or reach (ranged attacks).
- **Hexproof** (-200 cp) You cannot be the target of hostile spells. You as a creature, that is, spells that target players still function, absent a specific perk.

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 swamps, black creatures are undead, demons, and abominations. 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. Black *gets* the selfish personal drives behind blue and red, less so how white and green subordinate themselves to a higher cause or their environment.

- **Needs Must** (-50 cp) You aren't afraid to get your hands dirty, and can easily toggle off any squeamishness or moral compunctions at need.
- **Deathtouch** (-100 cp) By poison or plague or vile curses, even small wounds you leave become killing strokes. The only way to escape is for someone to never take damage fighting you. This may be disabled, naturally.
- **Intimidate** (-200 cp) You can only be blocked by artifact creatures or those that share a color with you, such is the aura of horror and dread around you that all others shrink back from your rage. This may be toggled off for daily living.

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 power comes from the mountains, red creatures are usually goblins, giants, elementals and dragons. Red magic smashes the enemy with fireballs and lightning bolts, simple and direct. Red gels really well with black and green, which chase their passions or listen to their instincts, and stands opposed to the clinical intellect of blue and the stifling order of white.

- **Passion** (-50 cp) Red is the color of feeling, and you feel so intensely. Your joys are greater, your sorrows deeper and your senses sharp and clear. You can enjoy the moment much better, whatever the moment is.
- **Haste** (-100 cp) You are immune to the summoning sickness that normally disorients summoned beings for a turn, causing them to enter play tapped. You instinctively react far faster than others when combat starts, even while disoriented or impaired.
- **First Strike** (-200 cp) In combat, you always deal damage before your opponent(s) unless they have a similar ability. You can sense danger and react instinctively to always get in the crucial first blow.

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 forests, green creatures include elves, satyrs, many wolves (some are red) and a wild variety of forest creatures of terrifying size and strength. Green magic is used to enhance creatures and destroy the artifice of society. Green is close to the selflessness and passion of white and red, opposed to blue and black which elevate the users above the world and try to change it instead of adapting to it.

- **Woodcraft** (-50 cp) You have the wilderness survival skills to make it indefinitely in the woods, or any other environment where human life can endure.
- **Trample** (-100 cp) In Magic, a mouse can stop a dragon cold if it doesn't mind dying in the process. No longer. Any excess damage from a blocked attack still carries through, driven by your strength.
- **Regenerate** (-200 cp) Once a turn, when you would have died, you can spend one mana and instead spend the rest of the turn healing up.

Attunement (free/50 cp) The old MTG RPG made it clear that there are major events in a person's life that incline them to one or several colors, and you have had such experiences. You easily adopt the mindset of your chosen color(s) and their philosophies and powers. A White mage might find themselves a little more organized, better at leading, protecting and healing. Red, more in tune with their instincts and feelings, better at destructive forces, and so on. For free this is a nebulous and mild boost, hard to quantify. For 50 cp, your skills and the effect of any color-themed spells are roughly doubled.

Landwalk (-200 cp) Pick one of the five basic lands. You are unblockable if your opponent controls any. This is because you are so familiar with that type of terrain you functionally cannot be caught, trapped or otherwise prevented from going and striking wherever you wish in that kind of territory, oh great hunter. This may be taken multiple times.

Lifelink (-200 cp) Damage dealt by you causes you to gain that much life.

Protection from [Color] (-200 cp) Specify one of the five MTG colors. You are invulnerable to any damage inflicted by a unit of this color, any spell from this color, and anything that would be of this color in an MTG game. This may be taken multiple times.



FRIENDS

George (free) The King of the Monsters, Godzilla appears in this story, and is immediately transformed into a living plushie, a 0/2 Green Creature. He is adorable, though.

Hedwig (free) Stuffed animal animated by the chaos magic. Is a very smart bird and can carry your mail.

Bianca (-50 cp) The result of an ill-considered joke, stuffing a singing Barney plushie into a magical playboy bunny outfit created this bubbly and cheery girl with naturally purple hair. Naturally the “heroes" dismiss her intelligence & take endless advantage of her. Treat her with respect, though, and who knows what might happen?

Brazen Head (-50 cp) The severed, oracular head has been a concept around since Roman times at least. The Mayor took it one further, and used the frozen head of Walter Disney to read the future. Help the poor guy out, won’t you?

Salem (-50 cp) A black cat plushie, animated by being part of a witch costume on Halloween. Very helpful in the first chapter, then vanishes from the story. For all you Sabrina fans out there.

Xander Harris (-50 cp) A snarky and kinda clueless, but well-meaning boy. At least in canon. This version has little problem with binding people with magical contracts, murdering large numbers of people because they collectively count as a black unit, using the threat of rape as a form of imprisonment and so on. He even cracks jokes

after accidentally killing Angel. But he's like a White Knight and an Angel (also a Prodigal Sorcerer) all in one, so he has to be the good guy, right? .... right?

Buffy Summers (-50 cp) The hero we need, and so not really a part of the story for 90+% of it. On the plus side, this makes her the closest to the canon Buffy and if you can keep her from becoming Xander's slave, body and soul, she'll likely gladly join you and even get her powerups (4/15, special to take damage instead of player, four people) she would have without your help.

Willow Rosenburg (-50 cp) A brilliant girl, computer programmer and quite the magical talent in training. Has a huge crush on Xander and serves as his primary support and enabler.

Harmony (-50 cp) One of Cordelia's hanger-ons in canon. Here she had a grand old time in a sorceress costume and came back to the shop for more, becoming a close friend and confidante of Xander's and the one who invites the other Cordettes into Xander's harem.

Amy (-50 cp) A cheerleader and straight A student, because of pressure from her overbearing mother who lived vicariously through her daughter, and was prepared to use body-swapping magic to literally steal her child's life. That's all resolved, though, and now she studies magic because she wants to.

Cordelia Chase (-50 cp) Stock rich high-school mean girl. Allegedly gets better in Angel. This is before a great many reality checks, but she was willing to sexually service Xander for a huge gem which is... something?

Angel (-50 cp) A broody boy vampire, cursed with his original soul and conscience. Dies within two seconds of his first appearance, as his grabbing at and threatening Xander triggers the other's first strike ability and kills Angel in one hit. If you can save him, he'd probably be grateful. Some warnings of the future might not go amiss either.

Other (-100 cp) You know, the Mayor might well jump (heh) at the chance to gain the power he desires without all the costs he had to pay. Or maybe you'd like to bring Spike, or Dawn or anyone else. Here's your chance.

Import (-100 cp) Jumping alone isn't as much fun! Bring in any number of friends with 700 cp of their own to spend! Companions cannot benefit from drawbacks.

PERKS

Lingering Memories (-50 cp) you have some lingering memories from Halloween, providing semi-professional expertise in the mundane skill or profession of your choice. Mastering chemistry or engineering or martial arts is fine, becoming a magical girl is not. Combat skills are absolutely valid picks.

Pod People (-50 cp) It can be hard for those with an in-universe origin, when their Jumper memories awaken and they become... different. Fortunately nobody questions your suddenly acting differently, making peace with your enemies, apologizing for everything you did or ditching your friends. Well, tongues may wag but nobody will consider it all that noteworthy or suspicious, even if they're looking for anyone suddenly behaving differently.

Fearless Mad(wo)man (-100 cp, free DI) For coming to this world knowing what's about to happen and not even being a planeswalker? That's you. You can reduce your fear, even magically induced terror, as far down as you want, even to nothing. You also count as already mad, so seeing eldritch beings or knowing things not meant for mankind does you no further harm.

Ripper Reflexes (-200 cp, discount DI) Apparently, Giles can instantly notice and reflexively counter any attempt to control or alter his mind, even while profoundly drunk, as part of his reflexes from his misspent youth. Now, so can you. Controlling your mind is pointless.

Un-Fated (-400 cp, discount DI) There's no fate but what we make, all the ancient scribblings of oracles are just guesses that may or may not pan out. Well, fate and prophecy are a big part of the Buffyverse, but not for you. You're the joker in every deck, the one fate never saw coming, and mystic sources of information tend to return an error message or something vague to the point of uselessness when used to find you or determine even the most basic of information.

Armor-Piercing (-600 cp, discount DI) There are lots of people in this world who can only be killed in special circumstances. Not during the final hundred days of a ritual,

not by any weapon forged, no because they're the author's pet, not fated to die here. To literal Hell with that. You can kill anyone you can lay a hand to or sink steel into, no matter how showered in blessings. Mind, you must still circumvent whatever protections they may have.

Suddenly Jocks Don't Look So Good (-100 cp, free EP) You look like you could star in a soap commercial, like all the attractiveness and easy self-confidence of the world were bottled up and you were pickled in it. You shouldn't have any problem finding a date, more like fending them off, and you could be a star member in a harem... speaking of which, people are broadly cool with polyamory as long as you're honest about it.

Friends in High Places (-200 cp, discount EP) What are the odds that someone you know would happen to become the greatest mortal sorcerer of the age, and someone else is an expert in a card game? Pretty good actually, as you easily and naturally form friendships with people who have potential, connections or will come into great power, even if it's not immediately obvious.

Witchy (-400 cp, discount EP) You have a talent for Buffyverse Magic to match Willow. Mostly this is going to be outshone soon by a particular magic item, but sometimes the two magics interact in interesting ways...

Outside the Box (-600 cp, discount EP) It takes a special kind of person to think of editing cards or using a mystic defense to mass-produce buff-granting skillbooks. But like they say, if you aren't cheating, you aren't trying. You have a creative mind, especially when it comes to giving a good rules-lawyering or figuring out the exploits in a system. Remember, if a card's text says X happens if Y, it means X *always* happens when Y and *only* happens when Y.

CCG Stat Sheet (-100 cp, free PP) Whenever you look at a person, creature, enchantment or item, and occasionally an organization, you can see their card as if playing the game. Most humans will register as gray 0/0 nonentities, but named characters will have their stats, color allegiance and abilities expressed as closely as the game would allow, along with flavor text. The card gives the subject's true name, followed by any aliases they may be known by. You may convert this aesthetic to Yu-Gi-Oh, Pokemon or any other CCG, but are unlikely to learn much new information.

Geek (-200 cp, discount PP) Something for Amy instead of Xander, you have memorized every Magic card ever released, all the errata and rules, interactions and lore, which were banned from tournament and why.

Count as Both (-400 cp, discount PP) Xander showed you can be both a unit and a player, and a person besides. A creature can be sent to the graveyard or into exile, but the planeswalker player cannot. A player of the game cannot attack monsters, but a unit can. You tend to count as whatever is most convenient for you at the time. One of the primary benefits is the enforcing of the rule that a given being can only inflict damage equal to its power to you each turn, then you vanish or an illusion of your death compels them to leave. You can also regain a life point or two from competent medical care.

Dice Karma (-600 cp, discount PP) Maybe your grandparent was a fortune deity, or you believe in the heart of the cards. Either way, you always draw the cards you need in a pinch, always roll what you need and always pick the right wire to cut.

Well, Gosh! (-100 cp, free TV) You're so charming, it's hard for even your enemies not to like you, just a little bit.

Big League Attitude (-200 cp, discount TV) You have a knack for seeing the big picture, the things you can do if you don't mind getting your hands a little - or very- dirty. You are very good at understanding the whole game board, how your actions will seem to other players and how they'll likely react.

Wheeling and Dealing (-400 cp, discount TV) You can't make an omelet without breaking some eggs. Or arrange a demonic ascension without a great many sacrifices and deals. You are a master of such arrangements, getting preferential treatment from demons and knowing how to use the results of one pact to pay off another and come out ahead. You can also break such deals without consequences, except that word may get around and eventually sour demons on further bargains.

Oracular (-600 cp, discount TV) In this business, you have to stay ahead, keep abreast of trends and brace for sudden shocks. In most businesses, really. All the pro players out there have long since invested in the best divinations and soothsayers they can find. Going a step further, you are one. You can always get and understand clear results from tarot, tea leaves, dream interpretation, and so on. You are immediately aware of any huge disruptions to the path of things, like the Halloween

Event, though chaos magic itself is generally unpredictable. With a little practice, you can enter a trance-like state when you witness the next ten seconds continuously, granting combat precognition.

Slayer (-100 cp, free VS) In each generation, one is chosen. Gifted with the strength, speed and agility to fight vampires on a level playing field (2/2) plus an intuitive mastery of combat and arms. You also heal rapidly, and can eventually recover from anything short of death or dismemberment. You also gain something unique to this interpretation, the ability to get stronger and stronger by defeating peer opponents (+1/+1 token when you defeat something of at least your power and toughness). By ancient tradition and practical requirements, there is generally only one Slayer at a time (Kendra having not turned up for a couple of episodes) and always a woman. But to be honest, it's not like an extra and male Slayer would be the weirdest thing to happen *this week*. So don't fuss overly about it.

Prophetic Dreams (-200 cp, discount VS) In your sleep you sometimes have terrible dreams, warnings of potential apocalypses or great evils in the pipeline. You have a great sensitivity for supernatural evil.

Heart of the Demon (-400 cp, discount VS) Sure does seem weird that humanity's champion against the darkness gets her powers from a demonic spirit, no? Well, no need to worry, you can use demonic powers for noble ends and not be corrupted, or wield heavenly light in the service of pure evil. Your powers cannot corrupt or harm you, nor can they conflict in any meaningful way, no matter how apparently opposed.

Four-Fold (-600 cp, discount VS) Odd, but one of the nicest things that happened to Buffy this fic, purely because the writer had nobody else for a role, was being split into four people so each could take up the Veteran Bodyguard role. This was theoretically because of an interaction between the princess costume used to suppress her Slayer powers and the card-magic. Whatever the case, you can also split into four people, all your attributes shared among them, and rejoin to assimilate your memories and experiences. If one of you dies, you can spawn a new duplicate.



ITEMS

Lightsaber (free) The ultimate cosplay prop, this lightsaber creates an actual blade of light! Sadly, it's only light and not really harmful to anyone or anything, even vampires. Just creatures made of shadow or elemental darkness. But cool is still cool.

Essays (-50 cp) Maybe you didn't choose to have angelic time management and still want to pass? This box produces up to five sheets of A+ quality homework per day (written in your own hand and style... or printed if that's preferred), and imbues you with the knowledge of the contents, and any research that would have been required while it's at it. You can assign yourself homework if you want, but it won't produce truly new research or provide information you don't already have access to. Great for making speeches with little warning though.

Firearm (-50 cp) Guns aren't much use against vampires or dragons, but that doesn't mean they never have any use. Pick a modern firearm, you have four clips of ammo that replenish each dawn, it is self-cleaning and repairing and comes with a permit that nobody will ever question.

Giles' Handkerchief (-50 cp) Why does Giles polish his glasses so often? Well, maybe it's a habit, but this particular piece of cloth is enchanted to clean, polish, repair minor (literally scratch) damage, and make whatever it is used on more durable for an hour or two. It never seems to get dirty or stay damaged itself.

Justice of the Peace (-50 cp) You have an official signed document indicating that you are a certified something-or-other, able to perform legally, religiously, and if it comes up magically binding marriages. You can issue marriage certificates that are as valid as any other in the land and are treated as such.

Lemon (-50 cp) A plain and unassuming automobile, this happens to never break down, never run out of gas, is replaced overnight if destroyed, and has a surprising amount of trunk space, which includes a well-stocked emergency kit with blanket, rope, shovel, flashlight, first aid kit, tools, spare tire, flares and so on.

Magic Cloak (-50 cp) A cloak with some minor protection spells on it, about equivalent to modern body armor, plus comfort in all environments and a couple of pockets each with the space of a car trunk.

Tabloid (-50 cp) A daily publication that among wild tall tales will include genuine news about the supernatural world and secret societies. Not going to dive into all the darkest secrets and lost prophecies, but more likely to help you keep up on current events. In future Jumps this continues to report (some of) the real truth.

Trust (-50/100 cp) You have a trust fund that pays out $3,000 dollars a month, enough for a modest middle-class lifestyle. In future Jumps this is adapted to local currency and equivalent sum, in 1997 dollars. For an additional 50 cp, totaling 100, your fund pays out $30,000 a month. More than many people make in a year, but not nearly enough to set you in the one percent.

Wonder Woman (-50 cp) The trappings of this Lynda Carter era costume provide a small boost to athleticism, but more importantly the bracelets really can deflect bullets and provide the reflexes to do so.

Angel Feather (-100 cp) Taken, it cuts the hand that holds it. Given, it heals the hand that holds it. This feather can patch up minor injuries, and gives you one life every time a White spell is cast in the world.

Mox Diamond (-100 cp) A large 60 karat diamond you can tap each turn for one mana of any color. It is also incredibly pretty, oddly alluring.

Oil Lamp (-100 cp) An old-fashioned oil lamp with a bound spirit inside. Before you get too excited, let me specify that the spirit is neither omnipotent or all-knowing. Rather, it is Mr. Clean. Rub the lamp and any building you are in will receive a thorough deep cleaning and fixing, debris and corpses mysteriously disposed of.

Unnatural Axe (-100 cp) A massive battle-ax with a grinning mouth of fangs and eyes. Not only can the wielder heft and twirl it like a baton, it's aura of strangeness can unsettle even the undead, causing them to hesitate. The weaker willed may flee before it.

Batteries Not Included (-200 cp) A 23rd Century standard Starfleet issue Type 2 Phaser in all regards but one - it runs off of double A batteries, draining half of one with each shot.

Stone Calendar (-200 cp) Spells you cast cost up to 1 mana less to cast, to a minimum of zero. This may be taken up to four times.

Mystic Tomes (-200 cp) You own a copy of the Book of Exalted Deeds and the Libram of Silver Magic. The latter doubles the effect of any supernatural abilities or spell casting (but not magic items like playing cards). The Book of Exalted Deeds adds a one time permanent +1/+1, and vigilance if the reader doesn't already have it. If the reader has vigilance and a special ability that requires them to tap or pay a mana cost, they may use it for free once per turn. If they have vigilance and no such secondary ability, they gain a random ability. Each book takes roughly one week to read.

Five Pokeballs (-400 cp) Five empty pokeballs that can capture sufficiently weakened monsters and break them to your service by next turn. The definition of monster seems to be up to MTG rules which can be pretty flexible. Dragons are monsters, so are vampires and so on.

Wand of Elder (-400 cp) A Harry Potter magic wand, the spells all really work whether or not you have access to HP magic. Sadly, apparition and the animagus transformation are not wanded spells, the Unforgivables still require genuine hatred, etc.

Reading Glasses (-100 cp, free DI) Glasses which enhance your reading speed. You may complete any text in ten minutes or a quarter the normal time, whichever is shorter. At the same time, any text you read appears as the most fascinating and engaging thing ever while the glasses are on, greatly increasing your engagement and retention of the material.

Street Vendor Jacket (-200 cp, discount DI) A trenchcoat, which each time you open it cycles through street vendor goods. Watches, cellphones, jewelry, tickets and so on. You can also make a request for specific items. However, you cannot remove any wares without stuffing the pockets with their value in money, which vanishes. All but the tickets come at a substantial markdown, however.

Receipt Pad (-400 cp, discount DI) A magic receipt pad that forms magically binding contracts, in exchange for some product or service, one party is compelled to hold up to the deal of the receipt. Alternatively, you may write in a forfeit or penalty for any deal-breaker. A person must sign of their own volition, but the contracts can be pretty leonine, holding a gun to someone's head counts, and you can add things after they sign, what fun! Just beware that he who lives by the contract, can easily die by the contract.

Jumping For Dummies (-100 cp, Free EP) A series of "For Dummies" books for each college topic. Each is a skill book that grants proficiency in the topic subject in no time at all, in exchange for the book's disintegration.

Label-Maker (-200 cp, discount EP) Exactly what it says, type and it makes an adhesive strip with writing on it. The fun bit is that these labels sink into the surface and blend in with any existing text. Altering the text can have lasting effects, for instance you can change the subject of skill books and even alter Magic cards, like covering up Legendary or tweaking some rules. Doesn't always work, for instance you somehow can't make protection from [color] cards apply to any other color. But most of the time.

Spell Trap (-400 cp discount EP) An elaborate array of sticks and herbs and runes, having one can automatically redirect curses or hostile spells onto a simulacrum. If you're creative you can use this to enchant objects you otherwise couldn't, like turning an enchant creature card into a skill book.

MTG Deck (Jumper exclusive, 800 cp, free PP) A deck of Magic: the Gathering cards that makes the game real. You cannot draw more cards until the draw phase, the deck behaves as if it is a single block of lead. By playing Land cards you can manifest the Land, tokens are spawned, but all other cards need a form of value attached, transforming objects, animals and people into the units described. Some fencing or a basic barrier can become a wall. Cards can be duplicated by outside means, but no more than three times, four being the limit to a deck.
Drawing a hand sets you in direct competition for the fate of the world/plane you reside in, against all the other great powers. One turn is equal to one month or enough time for each opponent to make significant moves, whichever comes sooner. As with any game, you start with twenty life and play one land per turn, plus however many cards you can afford.

Paint Cans (-100 cp, free PP) Five instantly-refilling cans of spray paint, one in each of the five MTG colors. The virtue of this paint is it actually changes a thing's color, whether used on units, people, artifacts, cards, even mana. Want White Vampires? Well, Ixala already has you covered, but this can help. However, this only works on your own or at least friendly units.

Xerox (-200 cp, discount PP) A magic copy machine that requires no electricity, only paper. It can copy things like money, even randomizing serial numbers. You can print entire books, complete with binding and any magical effects on the text. The true use of this machine becomes apparent only with the use of the MTG Deck, however. It can copy any card, giving you four for one. It can also copy a card between your charging it with mana and actually putting it down, thus letting you play four cards for the mana cost of one.

Magician's Wand (-400 cp, discount PP) A goofy black wand with white tips. This facilitates local magic, like detection spells. But it's greatest virtue is the ability to combine up to three similar things into a single item/entity with the virtues of all its components. This allows one person to have/be three cards, with the highest power/toughness of any of them, and all special abilities. This has the potential to get really broken, really fast.

Sacrificial Altar (-100 cp, free TV) An altar on which various forms of haruspicy and augury, reading the future from the blood and entrails of animal sacrifices, actually works. Also triples the benefits of any animal or human sacrifices.

Secret Files (-200 cp, discount TV) Boxes and boxes full of documents, everything that Mayor Wilkins could learn in a century of devoted study of the other players in the Game. In future Jumps, this shifts to a similar level of detailed dossiers on the thirty or so greatest powers, political or personal, in the setting.

Defenders (-400 cp, discount TV) You have an army equivalent to the Mayor's in the story, about 2.5 million basic infantry (or 2,500 units) a hundred flying troopers, a thousand really weak fliers, five hundred assorted warplanes, mostly World Wars vintage, and a thousand will-o-the-wisps or similar spoilers, all backed by an impressive array of artillery and a small navy. Plus the heavy hitters, eight units that get one power and toughness for every land of their type, like Nightmares of Gaea's Liege. This also includes a warded bolthole and a simulacrum decoy. The details are

up to you, the Mayor favored undead, but they could be elves, or goblins or something else thematic.

Mr. Pointy (-100 cp, free VS) This lucky stake hungers for the blood of the undead, guiding itself unerringly to the vulnerable heart

Reference Library (-200 cp, discount VS) A large and comprehensive collection of lost lore regarding monsters, ancient prophecies and other helpful tidbits. Updates in future Jumps.

Council Resources (-400 cp, discount VS) Given the present crisis in Sunnydale, the Watcher's Council has opened up their full resources to you, including a bank account of: yes, at least fifty elite special forces troopers, hundreds of researchers, and every artifact they've ever held. In future Jumps you can import the Council with a similar degree of subservience to you. Perhaps someday you'll wash the black out and make them the blue-white organization they started as.

ENCHANTMENTS

Powerful reality-bending spell effects that alter the rules of the game, adding, modifying or making exceptions to a rule. Enchantments discounted to the relevant colors, a discounted 100 cp Enchantment is 50 cp.

Fastbond (-100 cp) You may play any number of lands on each of your turns. Whenever you play a land, if it wasn't the first land you played this turn, Fastbond deals 1 damage to you.

Searing Meditation (-100 cp) Whenever you gain life, you may pay two mana of any color. If you do, Searing Meditation deals 2 damage to any target.

Stormbind (-100 cp) Pay two mana and discard a card at random: Stormbind deals 2 damage to any target

Ghostly Flame (-200 cp) Black and/or red permanents and spells are colorless sources of damage.

Island Sanctuary (-200 cp) If you would draw a card during your draw step, instead you may skip that draw. If you do, until your next turn, you can't be attacked except by creatures with flying and/or islandwalk. Unlike the canon version where boats are a simple countermeasure, the literal text applies.

Reparations (-200 cp) whenever an opponent casts a spell that targets you or a creature you control, draw a card.

Artifact Ward (-300 cp) Choose a creature to enchant. Enchanted creature can't be blocked by artifact creatures. Prevent all damage that would be dealt to enchanted creature by artifact sources. Enchanted creature can't be the target of abilities from artifact sources.

Teferi's Moat (-300 cp) As Teferi's Moat enters the battlefield, choose a color. Creatures of the chosen color without flying can't attack you.

Dampening Field (-100 cp) Players can't untap more than one artifact during their untap steps.

Mark of Asylum (-100 cp) Prevent all noncombat damage that would be dealt to creatures you control.

Serra's Blessing (-100 cp) Creatures you control have vigilance. (Attacking doesn't cause them to tap.)

Celestial Dawn (-200 cp) Lands you control are Plains. Nonland permanents you control are white. The same is true for spells you control and nonland cards you own that aren't on the battlefield. You may spend white mana as though it were mana of any color. You may spend other mana only as though it were colorless mana.

Justice (-200 cp) At the beginning of your upkeep, sacrifice Justice unless you pay two white mana. Whenever a red creature or spell deals damage, Justice deals that much damage to that creature's or spell's controller.

Seal of Cleansing (-200 cp) Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

Light of Day (-300 cp) Black creatures cannot attack or block.

Sigil of the Empty Throne (-300 cp) Whenever you cast an enchantment spell, create a 4/4 white Angel creature token with flying.

Worship (-300 cp) If you control at least once creature, damage that would reduce your life total to less than one reduce it to one instead.

Back to Basics (-100 cp) Nonbasic lands don't untap during their controller's untap phase.

Energy Flux (-100 cp) All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay two mana."

Mind Over Matter (-100 cp) Choose and discard a card. Tap or untap target artifact, creature or land.

Aether Storm (-200 cp) U Creature cards cannot be played. Any player may sacrifice four life to destroy Aether Storm. It cannot be regenerated.

Chill (-200 cp) Red spells cost two more mana (any color) to cast.

Propaganda (-200 cp) Creatures cannot attack you unless their controller pays two mana (any color) for each creature they control that's attacking you.

March of the Machines (-300 cp) Each noncreature artifact is an artifact creature with power and toughness each equal to its mana value. Equipment that's a creature can't equip a creature.

Stasis (-300 cp) Players do not get an untap phase. Play one blue mana during upkeep or Stasis is destroyed.

Zur's Weirding (-300 cp) Players play with their hands revealed. If a player would draw a card, they reveal it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. Otherwise, that player draws the card.

Gate to Phyrexia (-100 cp) Sacrifice a creature: Destroy target artifact. Activate only during your upkeep and only once each turn.

Haunting Wind (-100 cp) Whenever an artifact becomes tapped or a player activates an artifact's ability, Haunting Wind deals 1 damage to that artifact's controller.

Lim-Dul's Hex (-100 cp) At the beginning of your upkeep, for each player, Lim-Dûl's Hex deals one damage to that player unless they pay three mana or one black mana.

Bad Moon (-200 cp) Black creatures get +1/+1.

Last Laugh (-200 cp) Whenever a permanent other than Last Laugh is put into a graveyard from the battlefield, Last Laugh deals one damage to each creature and each player. When no creatures are on the battlefield, sacrifice Last Laugh.

Leshrac's Sigil (-200 cp) Whenever an opponent casts a green spell, you may pay two **black mana**. If you do, look at that player's hand and choose a card from it. The player discards that card.

Grave Betrayal (-300 cp) Whenever a creature you don't control dies, return it to the battlefield under your control with an additional +1/+1 counter on it at the beginning of the next end step. That creature is a black Zombie in addition to its other colors and types.

Infernal Darkness (-300 cp) Pay 1 black mana and 1 life each upkeep or sacrifice Infernal Darkness. If a land is tapped for mana, it produces black mana instead of any other type.

Phyrexian Gateway (-300 cp) At the beginning of your upkeep, you draw a card and lose one life.

Aether Flash (-100 cp) Whenever any creature comes into play, Aether Flash deals two damage to that creature.

Enchanter's Bane (-100 cp) At the beginning of your end step, target enchantment deals damage equal to its converted mana cost to its controller unless that player sacrifices it.

Spellshock (-100 cp) Whenever any player successfully casts a spell, Spellshock deals two damage to them.

An-Zerrin Ruins (-200 cp) Choose a creature type on playing An-Zerrin Ruins. Creatures of that type do not untap during their controller's untap phase.

Chaosphere (-200 cp) Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.

Magnetic Mountains (-200 cp) Blue creatures don't untap during their controllers' untap steps. At the beginning of each player's upkeep, that player may choose any number of tapped blue creatures they control and pay four mana for each creature chosen this way. If the player does, untap those creatures.

Gratuitous Violence (-300 cp) If a creature you control would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

Pandemonium (-300 cp) Whenever a creature enters the battlefield, that creature's controller may have it deal damage equal to its power to any target of their choice.

Total War (-300 cp) Whenever a player attacks with one or more creatures, destroy all untapped non-Wall creatures that player controls that didn't attack, except for creatures the player hasn't controlled continuously since the beginning of the turn.

Powerleech (-100 cp) Whenever an artifact an opponent controls becomes tapped or an opponent activates an artifact's ability, you gain 1 life.

Thoughtleech (-100 cp) Whenever an Island an opponent controls becomes tapped, you may gain 1 life.

Briar Patch (-100 cp) Whenever a creature attacks you, it gets -1/-0 until end of turn.

Burgeoning (-200 cp) Whenever an opponent plays a land, you may put a land card from your hand onto the battlefield.

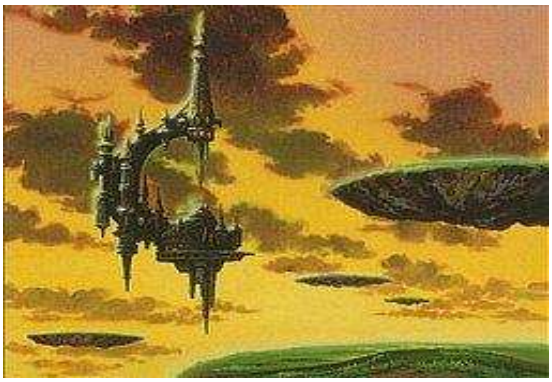
Lifegift (-200 cp) Whenever a land enters the battlefield, you may gain 1 life.

Wild Pair (-200 cp) Whenever a creature enters the battlefield, if you cast it from your hand, you may search your library for a creature card with the same total power and toughness, put it onto the battlefield, then shuffle.

Aluren (-300 cp) Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.

Asceticism (-300 cp) Creatures you control have hexproof. *(*They can't be the targets of spells or abilities your opponents control.*)* Pay two mana (one of which must be green) to regenerate target creature.

Growing Season (-300 cp) If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead. If an effect would put one or more counters on a permanent under your control, it puts twice that many of those counters on that permanent instead.



LAND

Basic Land (-50 cp/200 first free) Your basic swamp, island, plain, mountain or forest. Can be tapped for one mana of its respective color. Or take five basic lands for 200 cp.

Dual-Color Land (-100 cp) A land you can tap for one of two colors of mana.

Elfhame Palace (-100 cp) A dual-color white-green land, pretty standard in terms of benefits, tap for one mana of either color. But it is also one of the most luxurious and wondrous palaces of the Llanowar Elves, the envy of all Dominara.

Library of Alexandria (-100 cp) If you have exactly seven cards in your hand, draw one. Not much use outside the game, sadly, but this is a duplicate of the very real library brimming with lost texts.

Serra's Sanctum (-100 cp) Or really, any land that gives two mana when tapped instead of one.

Hellmouth (-200 cp, free TV) A planar gate, two less black mana for each summoning, and for each active effect.

Ivory Tower (-200 cp) Isn't this one an artifact? Ah, well. At the upkeep phase of each turn, gain X life where X equals the number of cards in your hand, minus four.

Luxan River Shrine (-200 cp) Tap each turn to place a brick token on Luxan River Shrine. If Luxan River Shrine has three or more brick tokens on it, tap to gain two life.

Land Grant (-800 cp) You have sixty basic lands of your color(s). A ridiculous amount for the card game, hardly getting started in the game of world domination.

COMPLICATIONS

Crossover Fic (+0 cp) It is sort of inherent to the premise, no? By default you occupy the specific world of this particular fanfiction, but if the idea upsets you, don't fret. You may use this Jump as a supplement for any Buffyverse, Magic the Gathering, or Dungeons and Dragons Jump. Just be careful, lest you wind up sitting across the metaphorical table from the likes of Nico Bolas, Orcus or Lolth.

Replacement (+0 cp) You may choose to instead take the place of any character with a similar origin to yours.

Colorism (+100 cp) You never trust anyone with Black in them, expect White types to be all boring, and generally believe in and sort real people into stereotypes based on the MTG colors.

Family Drama (+100 cp) You are a teenager with utterly terrible parents, neglectful alcoholics who fight constantly.

Let's Not (+100 cp) People tend to ignore your suggestions, ideas or advice, no matter how many times you're proven right or how smart it would be to confide in you immediately.

Long Haul (+100 cp) Add five years to your stay. This may be taken up to four times.

Phobia (+100 cp) You are irrationally afraid of something. Heights, the dark, tight spaces, bunnies. That sort of thing. Naturally this may be taken multiple times.

Superstition (+100 cp) When you believe in things that you don't understand, then you suffer. Superstition ain't the way. Except for you it kinda is. Might be learning that vampires and magic are real, might be the reality-warping effects of some teeny bits of cardstock paper, but you play it safe when it comes to black cats and mirrors, and tend to make up superstitions. Won a battle? This is now your lucky shirt.

Defender (+200 cp) You are unable to personally attack anyone, only destroy those who strike at your first. Even then, you can't retaliate against their masters or allies.

Dual-Color (+200 cp) "There's no inherent advantage to being more than one color, indeed, anything that blocks one of them, blocks you. Anything that hurts one of them, hurts you." I guess Ravnica was a little after Lionheart's time, but now you suffer the disadvantages of an extra color besides any ones you paid for. Any Enchantment, rule or effect that would hurt or hinder them applies to you, but never any helpful ones. This may be taken multiple times but no more than the number of colors you didn't take.

Natural Enemies (+200 cp) Pick a creature type, like vampires, demons, angels, goblins etc. Not only are they quite real and numerous, they hate you with a burning passion and will take any opportunity, any excuse to kill you. Or just inconvenience you.

Quis Custodiet Ipso Custodes? (+200 cp) The Watcher's Council has detected your entrance into this world, and while they don't necessarily know it's you they're looking for, centuries of institutional experience has it that powerful entities from beyond reality are usually a *bad* sign. They will be on high alert, mobilize every asset to find and end your threat, believe no protestations of good intentions and naturally will have informed Giles and the Slayer to be on their guard.

Archetype (+300 cp) There's a lot of negative stereotypes attached to each color. Control freaks, hippies, ivory-tower intellectuals, impulsive idiots, selfish backstabbers and so on. You embody the very worst of your chosen color(s) in this way.

Somewhat Sociopathic (+300 cp) You can't really empathize with other people. If they suffer, it doesn't really impact you in any way. You could dust somebody's lover and crack jokes about how they're around - a little bit, a little bit there.

Somewhat Sycophantic (+300 cp) You have fallen into Xander's orbit and must agree, he is just dreamy. So smart, so handsome, and always morally correct. Xander wants what's best for the world, no matter how many people have to die or be driven insane for it to happen. So stick with Xander, everything is gonna be juuuust fine.

Unfortunate (+300 cp) You are very unlucky. Not 'can't draw what I need in a crisis' unlucky, though that will likely happen. Get struck by lightning a dozen times in statistics class while discussing probability unlucky. Hope you're tough enough to take it.

Found An Opponent (+400 cp) Whatever other changes you've made to the world, Xander Harris exists and cannot be prevented from becoming a pseudo-planeswalker or having his first two turns. He sees you, personally, as a mortal enemy and will happily vent his frustrations with the constant attacks by hitting you every turn with everything he can spare without weakening his defenses.

Obligation (+400 cp) You owe a great debt or favor to be named to someone very vile and powerful. Possibly Xander, or D'Hoffryn, or WR&H. Point is, you can't refuse whatever they're going to demand of you, barring a couple extreme cases like eternal servitude, ending your chain or allowing them alteration or use of your mind/body/soul. Be assured they will find a dangerous and unpleasant use for your talents.

A New Challenger Approaches! (+500/more cp) You are, after all, only the latest addition to a very old game of "who will be as a god and decide the fate of the world?" The other players have learned of your existence and rough location, if not your precise identity, and will make taking out the new guy their top priority for the next few months at least. For reference the other players include: Mayor Wilikins, Glory, the First Evil, Wolfram & Hart, D'Hoffryn, and a bunch of figures never to appear in

the show. Immortal sorcerers Gilgamesh, and a handful of Taoist Immortals. Two mummies who control the supernatural world of Africa and South America respectively. The Illuminati, a cabal of mages focused on mind controlling world leaders. Fourteen Old Ones and Nine Yama Kings, quick to unite against outsiders, but always at each other's throats and maneuvering for advantage. To make your troubles worse, one of these has detailed and specific knowledge of your powers and history. For an additional 100 cp, a second player knows about you in detail, and you can extend this to any or all of them, adding one hundred cp each time.

Tournament Rules (+500 cp) I see nothing in the rules about powers or artifacts from outside the Jump. Preemptively banned, then. You can use them in another game sometime.

ENDING

Notes:

This is a CYOA, based on a fanfiction, based on a show, based on a movie... who owns anything? Not me, for sure.

Thanks to the Jumpchain community in general, but most especially to ir_fane, blackshadow111, and Sonic0704, without whom this never would have worked.

Some CCG Stat Sheet Examples:

Buffy Summers, the Vampire Slayer, 2/2 White-Black with special “gain a +1/+1 token any time Buffy the Vampire Slayer defeats a monster of at least her own power and toughness.”

Rupert Giles, AKA Ripper, 1/1 Blue-Black Watcher. 1.) When Watcher is in play, reduce damage taken by the Slayer by one. 2.) Tap Watcher to give Slayer first strike until the end of turn. 3.) Sacrifice Watcher to give Slayer +2/+2 until the end of turn.

Angel, AKA Angelus, AKA Liam, AKA [long list of aliases] 4/4 Black Master Vampire.

Janna Kalderash AKA Jenny Calendar, 0/1 Red Gypsy.