Magic the Gathering - Tarkir

Jump by QafianSage

The multiverse is split five ways, between the five colours of mana in their many variations across the countless planes. This plane, however, the plane of Tarkir, is split in two once more.

Long ago, before the Mending, dragons and khans both inhabited this plane, whose soul was the Spirit Dragon, Ugin. As a result of his presence on the plane, dragons were born from great magical tempests, and ranged across the land in battle with the khans and their people. Ugin did his best to mediate between the two, and gave the khans his magic of Manifestation to help them hide from and fight the dragons - but at the pivotal moment, when the coin could fall either way, a threat from beyond Tarkir appeared.

The dragon Planeswalker Nicol Bolas arrived, and did battle with Ugin - and though Ugin was mighty, Nicol Bolas defeated him and left him for dead. In the original timeline, Ugin perished and the dragon tempests ceased, leaving the khans to take possession of the plane, and fight their own wars over its lands and riches as they developed over one thousand two hundred and eighty years.

Until another Planeswalker arrived, once from Tarkir but long-gone. A Planeswalker obsessed with dragons, and hearing the voice of Ugin in his head. A Planeswalker who would defy fate, and cast Tarkir into a new mould: Sarkhan Vol.

You arrive in this jump in 4554 AR, five years before Sarkan returns to the plane.

Take 1000 Choice Points.

Timeline

Choose <u>one</u> timeline to enter. Until and unless you complete the Fate Reforged Scenario, you only get the form of each level of perk and item corresponding with your chosen Timeline.

Khans of Tarkir
The spirit dragon Ugin died in combat with Nicol Bolas, and with his death the Dragon Tempests from which the dragons of this plane are born faded away, and the dragons were driven extinct. In the thousand years since Ugin's death, five clans have arisen, each aligned with three of the five colours of mana, and have

Dragons of Tarkir
Through the intervention of the Planeswalker Sarkhan Vol, Ugin was placed into suspended animation to heal after his fatal battle with Nicol Bolas. The Dragon Tempests never faded, the dragons rose to power, and now five dragonlords rule what remains of the ancient clans, each having re-molded them in their own image.

warred amongst themselves for control over this plane.

Territory

Roll 1d6 to decide which faction's territory you arrive in. You may choose to arrive in the territory of your faction, regardless of what you roll.

Khans

1. *Abzan Houses:* Wide deserts, open plains and prosperous cities mark the lands of the Abzan houses.
2. *Temur Frontier:* Frozen wastes and rugged mountains comprise the lands the Temur call their own, and their home.
3. *Sultai Brood:* Deep swamps and steaming jungles, dotted here and there with magnificent palaces and temples.
4. *Mardu Horde:* Rocky plains, steppes and foothills are the lands ranged by the Mardu Horde - and lands on their borders.
5. *Jeskai Way:* Mountain peaks and monasteries built thereupon are the homes of the monks and followers of the Jeskai Way.
6. *Ugin's Nexus:* What remains of the spirit dragon, the soul of Tarkir, are his ghostly bones, and a nexus of time and fate.

Dragons

1. *Dromoka:* Sandstorms blow across the lands of the Abzan, and their Kintrees are long ago uprooted.
2. *Atarka:* All things in the lands of Atarka watch the skies for hungry wings - and the woods for ready spears.
3. *Silumgar:* Venom flows in the rivers of ancient Sultai, and here the living must earn the privilege of life - or join the enslaved dead.
4. *Kolaghan:* The Mardu plains and mountains lie under endless thunderstorms, lit more by lightning than sun, stars or moon.
5. *Ojutai:* The monasteries of the Jeskai now teach only one way, sourced from the mouth of Ojutai himself.
6. *Ugin's Nexus:* The body of the spirit dragon, the soul of Tarkir, remains here entombed within a cocoon of Zendikari hedrons.

Faction

Choose one faction. You can be a drop-in with any faction.

Abzan (Green, White, Black)
Led by the Foremost, the Abzan Houses are a confederation of city-states closely-bound by bonds of kinship, masterful in their application of fortifications and defensive tactics.

Temur (Red, Green, Blue)
The Temur are a collection of clans who live in the coldest reaches of Tarkir, surviving off the land and by their close fellowship with one another, and the savagery they revered in the dragons.

Sultai (Black, Blue, Green)
Ruled by naga, the Sultai inhabit the deep jungles and swamps of Tarkir, living amidst opulent palaces and temples, and plundering the graves of enemies and the ancient human Sultai for slaves.

Mardu (Red, White, Black)
Fearsome warriors who inhabit the wide plains of Tarkir, the Mardu ride far and fast to raid their neighbours for wealth and the honour of a warname, while their labouring classes pursue business of their own.

Jeskai (Blue, White, Red)
Monks and spiritual seekers of the Jeskai study countless schools of philosophy and martial arts, testing one another and communing with elementals to understand the true nature of reality.

Dromoka (Green, White)
The brood of Dromoka rule those who would have been the Abzan, protecting them from threats without and rewarding valiant and honourable warriors with dragon-scale weapons and armour.

Atarka (Red, Green)
Atarka cares little for the doings of lesser peoples; she and her brood allow those who would have been the Temur to pursue their own ways of life - so long as they provide for the dragons' hungers.

Silumgar (Blue, Black)
All the wealth of ancient Sultai belongs to Silumgar and his brood, who are attended by those loyal and clever enough to make themselves useful - and the undead slaves resulting from the rest.

Kolaghan (Red, Black)
Kolaghan herself cares nothing for the remains of the Mardu, who instead follow her children in a life much like their parallel-timeline counterparts - save that they prefer bloody combat to archery.

Ojutai (Blue, White)
Followers of Ojutai commit themselves to study every facet of the Dragonlord's philosophy and methods, grateful for the chance to benefit from one thousand years of wisdom.

Species

Choose one species to be for your time in this jump. Any species can be chosen, regardless of timeline. After this jump, or if you take any of the Dragons timeline capstone perks, this becomes an alt-form.

Human (Free)
As on so many other planes of the multiverse, humans are a common sight on Tarkir, and can be found in all factions.

Orc (Free)
Bulky humanoids with ashen-grey skin, flattened noses and pointed ears, Tarkiri orcs found places amongst the Mardu, Temur and Abzan - or under Kolaghan.

Ainok (Free)
Canine-like humanoids, the Ainok vary widely across their species; those in the desert resemble jackals and can be found amongst the Abzan or Dromoka, while thick-furred Ainok inhabit mountains and ally with the Temur and Atarka.

Goblin (+100 CP)
Small, furred humanoids vaguely resembling apes, goblins could be found amongst the Mardu, Temur, Kolaghan and Atarka. Their small stature often placed them towards the bottom of the heap.

Naga (100 CP)
Serpentine beings closely associated with the Sultai, and whom Silumgar often used as interpreters and translators, the naga have great patience and potent venom at their disposal.

Djinn (100 CP)
Pale-skinned, hairless and horned humanoids, Djinn have long histories with the Jeskai and the Ojutai, having an innate affinity for magic which manipulates air and wind, which can allow them to float or fly with relative ease.

Efreet (100 CP)
Tall and lanky quasi-elementals originating from Qadat, the volcanic Fire Rim, and immune to harm from fire, many travelled to the Jeskai monasteries to gain more disciplined control over their innate fire-magic. Under the dragons, their home was conquered instead by Atarka.

Aven (100 CP)
Bird-like humanoids whose wings also function as arms and bear prehensile fingers at their joints, the Aven vary widely in appearance, from vulture-like members of the Abzan Houses, the raven-like members of Temur or the crane- or falcon-like students of the Jeskai Way. Under the dragons, Aven became favoured translators for Ojutai, while the vulture-folk remained under Dromoka, and some pledged themselves to Silumgar.

Loxodon (200 CP)
Akin to humanoid mammoths, the Loxodon inhabited the Qal Sisma mountains alongside the Temur - but have become rare or possibly extinct under the shadow of Atarka's hunger.

Ogre (200 CP)
Enormous humanoids similar in appearance to gigantic versions of the goblins, Ogres were used as weapons of war in the Mardu, or encountered solitarily in Qal Sisma. Under the dragons, they largely served Atarka's hunting parties.

Perks

Discount each perk from your faction by 50%. If the perk was 100 CP, it becomes free.

General

Affinity (Free)
In this multiverse, magical power splits or refracts into five colours of mana, each with their own strengths, weaknesses, philosophies and abilities. Choose one colour of mana associated with your Faction. You have a notable affinity for that kind of mana, and that kind of magic - you learn magic of that kind more easily, can often get a little more out of it than others, and have a basic understanding of relevant magic to begin with.

For an additional **100 CP**, choose an additional colour of mana to gain an affinity for, as described above. If you choose another colour from your Faction for a Secondary Affinity, discount this to 50 CP. If you chose the *Dragons* timeline and choose the second colour of your Faction, this upgrade becomes Free. This upgrade may be taken once for each colour of mana, and once for colourless mana. Colourless mana belongs to no Faction.

Spellweaver (200 CP; Discount Faction)
Choose a magical tradition from the list below, which you have been trained in, to the level of a professional (though not expert) mage. If you have an Affinity for all colours of the tradition in question, your expertise is greater, putting you on the level of a true adept - though the mastery of an archmage lies beyond you yet. This perk may be purchased as many times as desired.

- *Abzan:* Sand-magic (white), healing magic (white/green), ancestral necromancy (white/black)
- *Temur:* Shamanism (blue/green), elementalism (blue/red), animism (green)
- *Sultai:* Necromancy (black), illusions (blue), physical enhancement (green)
- *Mardu:* Storm magic (red), berserk magic (red/black), enhancement magic (white)
- *Jeskai:* Countermagic (blue/white), elementalism (blue/red), mentalism (blue)
- *Dromoka:* Sand-magic (white), healing magic (white/green), shieldmagic (white)
- *Atarka:* Elementalism (red/green), shamanism (red/green), animal evocation (green)
- *Silumgar:* Necromancy (black), poison magic (black), mentalism (blue)
- *Kolaghan:* Storm magic (red), berserk magic (red/black), fear magic (red/black)
- *Ojutai:* Ice magic (blue), divination (blue), countermagic (blue/white)

Alternatively, you may choose to gain the ability to perceive, create and control the mysterious ghostfire of the Spirit Dragon Ugin. Revered as a sign of enlightenment by the Jeskai monks, this invisible flame can burn spirit and body alike, consume intangible qualities like the colour of mana, or reveal things hidden to normal sight. Discounted if you have an Affinity for colourless mana.

Artificer (200 CP; Discount Faction)
You are a skilled craftsman in the methods of your faction, able to produce remarkable works, whether the famed bows of the Mardu, the armour of the Abzan or the poisons of the Sultai, and, with more time, special components and mana, can enchant them with supernatural qualities according to what colours of mana you have learned to harness.

This perk may be bought once per faction.

Another Journey (200 CP)
Each of the clans teach their own ways - but those ways are not always the best for all born beneath them. This perk comes with two gifts. Firstly, you will find that societies foreign to your own are more accepting of you, and more willing to teach you their ways - so long as you accept them and are willing to join them in turn. Secondly, you will be able to learn the ways and even magic of other cultures more readily.

Finally, you will find that almost any curse, trauma, injury, fate, negative way of life or other harm can be cured, recovered from or changed, if you are willing to travel far enough and accept other ways of being. As the Abzan adopt orphans of other clans as ‘krumar’, the Jeskai Way can allow even the most violent to find a different path and the Temur care for mad wanderers like Sarkhan Vol, so shall it be with you.

Nexus of Fate (300 CP)
Some things seem to hold true, no matter the timeline. Time and fate seems to swirl around you; though you can turn away from the possibilities presented, you’ll often find yourself in positions with the potential to greatly change the future, caught up in era-defining events, or given the chance to influence outcomes for countless people in the future. In short, you’re a magnet for trouble and great events - though this effect can be toggled off - and have a tendency to notice omens or other signs.

Additionally, this perk gives you a great degree of resistance to alterations of timelines or the past. Although your personal history might still be changed by someone going back and killing your grandfather, you wouldn’t be erased from existence, and would retain at least some awareness and memory of your other self. You can also sense locations where the weave of time or fate is weak, and may sometimes receive glimpses or dreams of the past, possible futures or alternate presents, especially in such places.

Abzan

Dragon’s Endurance (100 CP)

Dromoka

Dragon’s Scales (100 CP)

You have excellent endurance and are an expert in defensive fighting. Furthermore, you are excellent at joining together different materials or alloying the strengths of different peoples to get the best out of all.

Walls Without (200 CP)
You are an expert engineer in stone, able to construct immense fortifications to exacting standards, so as to maximise defensive potential and preserve vital resources - and even to build mobile fortresses, able to be moved by behemoths or other enormous creatures, without harm.

Outlast (400 CP)
You can channel mana into yourself and others, preventing exhaustion and, while fighting, slowly making you stronger and tougher over time. These benefits fade at the end of the battle, though you are still not exhausted. You can teach this method to others.

Foremost (600 CP)
You are a masterful strategist of the Abzan, able to inspire your followers with your unyielding will and determination, lead them in flawless campaigns of defensive warfare, and manage trade routes such as have brought the Abzan such prosperity as they enjoy. You can consecrate new Kintrees, which spirits of the dead can inhabit to protect themselves from corruptive influences and remain as advisers and aid in times of need, and can forge incredibly strong bonds of alliance and kinship between those who follow you.

Temur

Dragon's Savagery (100 CP)
You are an exceptional survivalist and hunter, able to find or make food, water and

You have excellent endurance and are an expert in defensive fighting. Furthermore, you have a perfect memory for rules and laws, and a knack for earning rewards from those above you in the hierarchy.

Walls Within (200 CP)
You are an engineer of peoples, able to plan cities and settlements so as best to allow control and dominance over those within, as well as how to manage populations to indoctrinate and police them effectively.

Bolster (400 CP)
You can channel mana through your forces during training or battle, causing the weakest amongst your followers to more rapidly absorb skills and strength from the stronger, until all your forces have reached the power (though not gained all the abilities) of the strongest. You can teach this method to others.

Scalelord (600 CP)
You are no human; you are a great dragon of the brood of Dromoka. You're not an Elder Dragon, and won't be yet for many years, but you have great strength, immensely strong scales, can breathe and radiate burning light, and have a privileged position in the order of this plane. Your scales give you a significant degree of magic-resistance, your breath is particularly potent against the undead or other 'dark' forces, and is also a powerful instrument for blessings and healing via white mana. Post-jump or if the timeline changes, this becomes an alt-form you can take on at will.

Atarka

Dragon's Claw (100 CP)
You are an exceptional survivalist and hunter, able to find or make food, water and

shelter in even very harsh conditions and subsist indefinitely off the land, as well as having exceptional strength and endurance. You also have a certain natural rapport with animals and elementals; they won't immediately obey you, but they won't harm you without cause, and can easily tame wild creatures.

One Family (200 CP)
Bonds of kinship bind the Temur together, regardless of race or origins. When you undergo hardship or struggle alongside others, they will quickly form such strong bonds with you and with one another, becoming the fastest of friends with deep loyalty to one another, regardless of previous prejudice.

Ferocious (400 CP)
While you fight alongside a mighty beast or superhuman warrior, you can use their presence as a kind of natural idol, a mystical tool or ritual implement which magnifies the power of your spells or summons or enhances your allies, so long as they align with red or green mana. You can teach this method to others.

Dragonclaw (600 CP)
Of all the Khans, the leaders of the Temur are perhaps closest to the dragons - closest to nature. You are possessed of immense strength, enough to kill a bear with a single blow, and both you and those under your command are more resistant to magic which would imprison or control you the stronger you are. Additionally, you have a deep affinity for elementals and other natural spirits, able to understand them on an instinctive level, and live alongside them.

Sultai

Dragon's Ruthlessness (100 CP)
shelter in even very harsh conditions and subsist indefinitely off the land, as well as having exceptional strength and endurance. You are also very good at hunting on a mass scale, able to provide for many times the normal number of people, or for vast appetites, when in the wilderness.

Offering Plate (200 CP)
You have a knack for appeasing and pleasing those above you, offering up the products of your work to them. So long as you keep sucking up to your superiors and providing what they want, they won't hurt you or care too much about what you're doing, unless you directly strike out against them.

Formidable (400 CP)
When you fight alongside others in a large group, or alongside mighty beasts, you can use your collective presence as a medium through which to channel the power of nature, allowing you to spend red or green mana to enhance or evoke new potential from yourself or those fighting alongside you. You can teach this method to others.

Greatest Hunter (600 CP)
You are a dragon of the brood of Atarka; gloriously antlered, with blazing fiery breath and an insatiable appetite. Though not quite so large as Atarka herself, you are far more intelligent, and larger and stronger than other dragon breeds of this world, able to consume almost anything. By consuming meat in excess you can digest it into green or red mana, and your mere presence creates a natural aura that causes others under your command to rapidly strengthen in battle or hunting.

Silumgar

Dragon's Fang (100 CP)

You have a knack for underhanded tactics, assassinations and similar means of defeating your enemies. You also have a distinct affinity for poison, its making and usage, and for stealth. Finally, you have a particular ruthless streak which allows you to ‘switch off’ your sense of empathy or care when doing so would aid you.

Subtle Schemer (200 CP)
It takes a clever mind to succeed amongst the Sultai, and you are such a one. You are a masterful schemer and plotter, able to devise plans which stretch through years to slowly yet inexorably entrap your enemies, or formulate bargains and deals that your victims can’t refuse or don’t see danger in, but will trap them in the end. You are a near-perfect liar.

Delve (400 CP)
You have an uncanny knack for finding and exploiting valuable treasures, resources or tombs hidden away or lost in the past. Additionally, you have mastered certain secrets taught by Rakshasa demons, allowing you to devour corpses with your magic to fuel your spells. You can teach this method to others.

Brood Tyrant (600 CP)
You are a master of the kind of cutthroat politics which run rampant in the Sultai Brood, and would be able to remain atop that heaving nest of vipers with ease, serene as a great ship upon the ocean. This same power of control extends to magically-animated, controlled or created minions, giving you near-unlimited ability to multi-task and place entire armies of undead creatures or dominated stooges under your command, and you have a powerful affinity for this kind of magic.

You have a knack for underhanded tactics, assassinations and similar means of defeating your enemies. You also have a distinct affinity for poison, its making and usage, and for stealth. Finally, you have become almost entirely inured to the stress and horror of your state, and are able to remain totally in control of your emotions.

Silent Servants (200 CP)
The head that rises too high gets eaten - so you know how to keep yours down. So long as you serve your superiors and don’t draw attention to yourself, they will never harm you on a whim or look too deeply into what you plan or do, and you will be underestimated. Even as an undead slave, you could brew a deadly poison beneath the very nose of your masters.

Exploit (400 CP)
By sacrificing the living or the undead, you can enhance the power and effects of your spells, minions and summons, for no additional cost in magical energy. Living beings sacrificed this way can still be used to create undead minions. You can teach this method to others.

Drifting Death (600 CP)
You are a dragon of the brood of Silumgar; an enormous, almost ungainly-looking creature somewhere between a great lizard and a crocodile, winged and fanged - and, perhaps most importantly, with the ability to exhale great clouds of poison, or produce the same or acid from your fangs. You can control the nature of these poisons, from paralytics to poisons of madness to potent vehicles for mystical curses, and have a powerful affinity for both mental magic and necromancy. Post-jump or if the timeline changes, this becomes an alt-form you can take on at will.

Mardu

Dragon's Speed (100 CP)
You are an expert rider, and well-practised in hit-and-run and raiding tactics, able to maximise the shock of your assault for maximum effect. Additionally, you are particularly good at coordinating large movements or armies over great distances.

Darken the Sky (200 CP)
You are an expert horse-archer, but have also learned how to imbue lightning into your arrows when you fire, giving them extra potency and range. You can quickly train others in these same methods, and effectively lead them in mass attacks using these tactics.

Raid (400 CP)
When you lead military forces, your momentum becomes almost a mystical force in itself; so long as you remain on the attack, you and your allies are strengthened, energised, enemies are more easily intimidated, allies flock more readily to your cause and you and your followers can achieve miraculous feats of strength and endurance. You can teach this method to others.

Warlord (600 CP)
You are the apex of all that is Mardu: A masterful and fearsome warrior, a terrifying legend to your enemies, an honourable leader to your followers. You have a knack for earning respect and loyalty even from those who might have qualms about your methods or practices, so long as you keep to honourable stances, and you will find that achieving status through famous deeds or challenging superiors to contests will give you legitimacy and leadership, even under systems which usually use other methods. However, if you do this such practices will over time spread throughout such groups.

Kolaghan

Dragon's Wings (100 CP)
You are an expert rider, and well-practised in hit-and-run and raiding tactics, able to maximise the shock of your assault for maximum effect. Additionally, you're particularly good at taking advantage of adverse weather conditions and similar battlefield factors to enhance your assaults.

Redden the Blade (200 CP)
You have a berserker fury, such that pain suffered in battle only drives you onwards and makes your attacks more powerful, while losing no skill. You can teach others to access this same berserk state, and channel their fury and passion to create a terrifying spectacle for the enemy.

Dash (400 CP)
You and those you train learn to harness red or black mana to enhance yourselves, enshrouding your bodies in wind and lightning and achieving impossible speeds, perfect for devastating hit-and-run attacks which remove you from all but the quickest retaliation. These boosts only last a short time, but can be decisive. You can teach this method to others.

Stormwing (600 CP)
Though Kolaghan herself cares little for those who raid beneath her wings and storms, her brood are another matter. You are one of these dragons, perhaps closer than any other to the tempests which birth your species. You have incredible speed in flight, can breathe blasts of powerful lightning and can stir up storms and hurricanes with your four feathered wings, as well as imbue allies with the power of wind and lightning to enhance their speed and attacking power. Post-jump or if the timeline changes, this becomes an alt-form you can take on at will.

Jeskai

Dragon's Cunning (100 CP)
You are a skilled martial artist, in one of the many schools of the Jeskai Way, and have the attendant discipline of mind and body to go further still. This study includes an understanding of how to weave spells using the motions of the body rather than conventional incantations, allowing you to blend magic and martial arts with ease.

One Thousand Schools (200 CP)
You understand the principle that all philosophies are refractions of the true Way, and have reached an important step on the road to enlightenment; you are able to consider various philosophies and practices without prejudice, and find synthesis between them to take the best of all, and to to effectively encourage cooperation and harmony between their practitioners.

Prowess (400 CP)
Your body is a perfected channel for mana, such that whenever you cast spells or channel magic, your speed, strength, toughness and endurance are temporarily enhanced. This method can be taught to others.

Enlightened Master (600 CP)
Your mind is like the sky itself, open to countless possibilities, allowing you to learn new skills, philosophies and magics at an incredible speed - even to the point of potentially studying your opponents' techniques mid-battle and deconstructing or replicating them - and your ability to argue your points is similarly enhanced; you need not defeat your enemies to persuade them. Your affinity for the martial arts is the same, and you can perform feats such as breaking spells with your bare hands or performing multiple techniques or spells at once.

Ojutai

Dragon's Eye (100 CP)
You are highly trained in the martial art and philosophy of Ojutai, your mind sharpened through countless puzzles and koans to a razor's edge of perception, allowing you to easily solve complex conundrums or see many interpretations of a single truth. This mastery also includes the union of magic and martial arts, as the Jeskai once taught.

One Truth, One Way (200 CP)
The wisdom of Ojutai has been refined over more than one thousand years, and other schools are like candles before its blaze. You have been trained in methods of argumentation, debate and proselytisation that allow you to create or promulgate philosophies which easily dominate, outcompete or absorb other beliefs, replacing them quickly and even encouraging the past to be forgotten entirely.

Rebound (400 CP)
Such is the refinement of your spellcraft that you can cause your magic to resonate with the world itself, casting a spell again shortly after its first use without any additional cost. You can teach this method to others.

Skywise (600 CP)
You are a dragon of the brood of Ojutai, sinuous and agile with a breath of freezing mist and feathered wings which grant both incredible acrobatic ability in the air, and a mystical ability to protect against the magic of others. Moreover, your senses are exceptionally sharp, and you have a great affinity for magic which manipulates wind and cold, allowing you to out-fly, and often to out-think, almost all opponents.
Post-jump or if the timeline changes, this becomes an alt-form you can take on at will.

Items

Discount each item from your faction by 50%.

General

Cultural Accoutrements (Free)
You have a set of the common clothing, tools, weapons and items of your chosen Faction.

- *Abzan:* Desert clothing, scalemail, sword, spear, bow and shield, small house in an Abzan city, ancestral icon
- *Temur:* Warm tent, pack, spear, bow and club, fur clothing, elemental icon
- *Sultai:* Opulent clothing, palatial room, daggers, sibsig slave
- *Mardu:* Horse, bow, katana, wakizashi, tent, lamellar armor
- *Jeskai:* Monk's clothing, staff, guan dao, naginata, monk's cell
- *Dromoka:* Desert clothing, scalemail, sword, spear, bow and shield, small house in a Dromoka city
- *Atarka:* Warm tent, pack, spear, bow and club, fur clothing, hunting horn
- *Silumgar:* Opulent clothing, palatial room, daggers, sibsig slave
- *Kolaghan:* Horse, bow, sabre, daggers, tent, lamellar armor
- *Ojutai:* Monk's clothing, staff, guan dao, naginata, monk's cell

Personal Banner (100 CP)
Bearing a symbol of your choice, this banner inspires those who follow you and the ideals that your symbol represents - but also serves as a channel for mana, providing a mote in one colour for which you have an **Affinity**, so long as the symbol it bears is recognized and followed. You may choose to bear the symbol of one of the Factions of this jump.

Crucible of the Spirit Dragon (300 CP)
This fist-sized shard of a Zendikari hedron is unassuming in appearance, but appearances can be deceiving. When you or another being within sight are near death, you can activate the hedron, instantly encasing the target in a stone tomb.

Although the stone is not indestructible, it is supernaturally tough - and more importantly, it prevents the being inside from dying and allows them to heal from any injury (though no faster than normal). The being within the Crucible is unconscious and cannot escape until the Crucible opens, but any ambient effects of its existence still remain.

When the Crucible is activated, you may set the conditions for its opening (e.g. when the being within is healed, after a year, never). When the Crucible opens, it returns to its dormant state as a fist-sized hedron, and can be used again after ten years, or in your next jump, whichever comes sooner.

Band (400 *or* 800 CP; Faction Discount)
You're not just some nobody; you have a substantial military force at your back, loyal to you and sourced from one of the cultures from your timeline:

- *Abzan:* Several hundred dragonscale warriors, with skirmishing outriders, a handful of healing mages and sand mages
- *Temur:* Several hundred powerful hunter-warriors, accompanied by about a quarter that number great beasts, and a handful of elementals
- *Sultai:* A thousand sibsig zombies, with a handful of necromancers for control, and a few skilled assassins
- *Mardu:* Several hundred skilled riders armed with bows and katanas, and a handful of rage-shamans and stormcallers
- *Jeskai:* One hundred monks from various schools, each a skilled martial artist and magic-user, and a handful of true experts
- *Dromoka:* Several hundred dragonscale warriors, with skirmishing outriders, a handful of healing mages and sand mages
- *Atarka:* Several hundred powerful hunter-warriors, accompanied by about a quarter that number great beasts, and a handful of elementals
- *Silumgar:* A thousand sibsig zombies, with a handful of necromancers for control, and a few skilled assassins
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For an additional **400 CP**, you instead hold sway over a significant portion of your Faction - you're not Khan, but you're in a position where you could be, given time and the right moves.

This Item is discounted if the band you lead is of the same Faction as you.

Abzan

Dragonscale Armor (200 CP)
A shield and suit of scalemail forged from enchanted metals, this armor protects against magic as much as physical blows, and is practically unbreakable by normal means - though that doesn't make you untouchable.

Moving Fortress (400 CP)
One of the great fortresses of the Abzan, mounted atop a gigantic cart and with a behemoth to pull it, this would provide a solid bastion to defend any position, or for an army to rally around. Its stones are enchanted so that the tower's weight is

Dromoka

Scaleguard Plate (200 CP)
Forged from the cast-off scales of Dromoka dragons, this armor is both light and strong, providing a powerful defense - but is also filled with magic which enhances the strength of its wearer by a significant degree.

Dromoka Monument (400 CP)
Fashioned in the image of Dromoka, this monument can provide a mote of green or white mana, promotes feelings of safety and obedience in any settlement where it is installed, and for a great amount of white and green mana can be temporarily awakened to life under your command.

movable, and the cart to not sink into terrain.

Temur

Lens of Clarity (200 CP)
A perfect sphere of clear ice, this lens allows the one looking through it to pierce all manner of illusions and see the true form of shapeshifters or inchoate entities such as Manifested creatures or spells.

World-Soul (400 CP)
A tiny mote of mana, this doesn't seem like much - but if placed into a wild location or thing, such as a waterfall, a volcanic chasm, or a great tree, it will cause that area to begin to birth primal elementals. These beings are wild and have their own wills, but are well-disposed towards you.

Atarka

Dragon's Feast (200 CP)
Atarka's brood demands their feasts, and you can provide. This great bowl re-fills daily with meat of all manner of powerful creatures, and will help to make those who eat from it more well-disposed towards you

Atarka Monument (400 CP)
Fashioned in the image of Atarka, this monument can provide a mote of green or red mana, promotes feelings of obedience and causes those around it to grow in strength and natural affinity more quickly, and for a great amount of red and green mana can be temporarily awakened to life under your command.

Sultai

Philatory Archive (200 CP)
A device similar to a glass tube capped at each end with ornate gold, this can be used to store memories, thoughts or states of mind from the willing for later consultation - and in conjunction with other mental magic, to store the same ripped from other minds. Can also absorb the memories of the undead.

Treasure Ship (400 CP)
One of the vast tomb-ships of the ancient Sultai, this vessel is stocked with immense wealth, and many well-preserved corpses of servants, soldiers and even a few necromancers or practitioners of wild magic, ready to be raised up with the right spells. It's also a palatial home in its own right, if you like the ambiance.

Silumgar

Drake Venom (200 CP)
This ornate box contains dozens of vials of potent poison, with effects varying from near-instant death to paralysis to madness to coma, and additives which can alter details such as how long they take to take effect. All these are stored beneath a false bottom which seems strangely easy for others to miss or ignore.

Silumgar Monument (400 CP)
Fashioned in the image of Silumgar, this monument can provide a mote of black or blue mana, promotes feelings of obedience and enhances the effect of all sacrificial magic performed at its foot. Additionally, for a great amount of black and blue mana it can be temporarily awakened to life under your command.

Mardu

Heart-Piercer Bow (200 CP)
Carved from dragon-bone and strung with what is said to be materialised wind, the arrows from this bow fly impossibly far and fast, striking with incredible force.

Dragon Throne (400 CP)
Fashioned from the skull of an ancient dragon, this throne provides one who sits upon it with a sense of majesty and awe that makes enemies fearful and respectful, while allies are encouraged and driven onwards, gaining an almost supernatural degree of courage and force in battle when they fight at your behest.

Kolaghan

Stormrider Rig (200 CP)
Plates of armour placed over the shoulder and spiked in such a way as to catch and harness lightning, enhancing the wearer's speed and channelling through their attacks.

Kolaghan Monument (400 CP)
Fashioned in the image of Kolaghan, this monument can provide a mote of black or red mana, provokes fear and obedience in those who see it, and makes it easier to break down other allegiances or ideals. Additionally, for a great amount of black and red mana it can be temporarily awakened to life under your command.

Jeskai

Scroll of Mastery (200 CP)
Seemingly-innocuous, this scroll of notes has a peculiar relationship with time, seeming to represent the reader's own notes on any magical or martial styles they practise - from some evolving period in a possible future or futures, providing hints at ways to improve or develop further.

Grand Repository (400 CP)
The Jeskai have gathered the wisdom of their Way for over a thousand years, and this is a copy of that knowledge. Here are scrolls containing detailed explanations of all the martial styles and philosophies of the Jeskai - though despite the incalculable wealth of knowledge here, it's no substitute for a real teacher.

Ojutai

Tapestry of Ages (200 CP)
A tapestry laid with shifting images of the past, this will always display the true history of any world you find yourself within - though precisely interpreting its twisting images and poetic allusions will take some work, it will serve as an excellent guide to sieve truth from falsehood.

Ojutai Monument (400 CP)
Fashioned in the image of Kolaghan, this monument can provide a mote of white or blue mana, provokes respect and fosters discipline and swift learning in those who train beneath its shadow. Additionally, for a great amount of white and blue mana it can be temporarily awakened to life under your command.

Companions

Newfound Companion (100 CP)
Choose a canon character from the setting. You are guaranteed to meet them on good terms and, if they so choose, they can join you as a companion in your travels.

Companion Import (100 or 400 CP)
You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with a Species and Faction. They come from the same Timeline as you chose. They may not take Complications, but you may spend your own CP on them. This may be taken once for each of your Companions.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 500 CP each instead.

Distant Visitor (300 CP)
You've attracted the attention of someone who's not from around here - a Planeswalker, like Sarkhan Vol or Narset. Build this Companion with 800 CP, using the *Magic the Gathering: Iconics* jumpdoc, by Kilanon. They may also spend CP here, but must choose to either take a Faction from this jump (representing a Tarkiri native) or an Origin from Iconics. They may take Complications from Iconics, which will apply to them - though you often get caught in the blast area. Regardless of your era, the Planeswalker has post-Mending levels of power.

Wasteshaper Jackalkin (200 CP; Discount Abzan)
This sleek Ainok heard the voices of their ancestors from a young age, and with their advice achieved great mastery of sand-shaping magic from a young age. They can sense oases from far away, call and ride sandstorms, and have mastered both the rites to call upon their ancestors for aid, and the ways of the desert. You have earned their respect, and they would travel far with you.

Clanbrother Ogre (200 CP; Discount Temur)
Ogres are rarely the sort to associate with others - but this ogre is not like others of his kind. Having collected many names for many feats over the years, he has become a trusted member of the Temur clans - and a sworn brother to you. His strength is almost as immense as his appetite, and he is a fearsome warrior and hunter. So long as you stick by him, he'll stick by you.

Whisper in the Waste (200 CP; Discount Dromoka)
Once, there was an Ainok who heard the voices of ancestors wandering without kintrees to guide them. They were slain for necromancy after speaking of their visions - but joined their wandering kin in turn, seeing far across the wastes, taking form as living sand, and stirring storms against the dragons - but they will guide you, so long as you listen.

Dragonfeaster Ogre (200 CP; Discount Atarka)
Once, a dragon of the Atarka swept down upon an ogre, looking for a snack. Instead, the ogre speared the dragon through the throat, and spent the following weeks gorging on the carcass. When Atarka hunting parties found him, he had the horns and blazing breath of a dragon - but the law of Atarka is that of strength, so he suffered no consequences for his meal.

Serpentine Schemer (200 CP; Discount Sultai)
Her clutch was one of the highest in the Brood, destined for greatness, and so she achieved. She mastered the secrets of blue mana, allowing her to raid minds as easily as she can manipulate the spells of other mages, with all the political and assassin's skill to match - yet beneath her scales she concealed a softer side, which seems to have attached itself to you.

Princess of the Horde (200 CP; Discount Mardu)
Once, she was Abzan - but when the Mardu came, she offered herself in matrimony to their chieftain, to buy her people's safety. Despite all expectations, she thrived amongst her new people, becoming as great a rider, archer and leader as any amongst them, and won renown for her feats in battle, and the same diplomatic instinct which drove her in the beginning. Given time, she might forge a great coalition within the Mardu.

Master of the Heights (200 CP; Discount Jeskai)
A falconkin Aven, he has studied the ways of the high airs since his hatching, and attained mastery of wind and ice with his magic, and every facet of his own body. He is a masterful martial artist, and an excellent teacher, but having spent his life around the peaks of Jeskai, he longs to travel further - and you can take him further than any other.

Witness to Eternity (200 CP)
Created long ago by Jeskai artisans, this golem has strode through a thousand years of Tarkir's history and, though it cannot speak and has become a bit slower since it was built, it is still inhumanly strong and tough, and can silently demonstrate all manner of martial arts.

Serpentine Sorcerer (200 CP; Discount Silumgar)
Denied a place at the height of SIlumgar's order, this naga instead turned to black mana, becoming a masterful necromancer able to command many hundreds of undead sibsig, as well as wield darker curses still. Nevertheless, even the regime of the dragon could not entirely snuff out her better nature, and she seeks even now for a worthier cause to serve.

Princess of Dragons (200 CP; Discount Kolaghan)
Part of a Dromoka caravan, she was caught in a Kolaghan raid. Stormkin slew Scalelord overhead, but the thunder of the dragon's fall destroyed the Kolaghan raiders, and the dragon fell grievously wounded. Alone in the wastes, she took what ally she could and nursed the dragon back to health - and in return, received an honoured place and tutelage in great magics of storm and lightning.

Speaker for the Highest (200 CP; Discount Ojutai)
Trained from a hatchling to interpret and relay the Draconic words of Ojutai and his brood, this Aven is only a middling magician or martial artist, but is tremendously learned - both in the precepts and principles of Ojutai's philosophy, but also all manner of other subjects, from mathematics to astronomy. He longs to put his knowledge to new uses.

Custodian of the Trove (200 CP)
Created before the victory of the dragons by Jeskai artisans, this golem was claimed by Silumgar and put to use protecting his hoard. Its strength has suffered somewhat, but its toughness is beyond even when it was first built, and its gaze can pierce all manner of magical concealment.

Lands

Any Lands you purchase have places in Tarkir, but post-jump become properties you can place in the world, or keep attached to your warehouse. Lands replenish their mana over about an hour under normal circumstances, and changes to Lands carry over between jumps. By default, lands are about five miles in radius, including outlying areas (e.g. the land surrounding a palace.

Unless a Land is noted to be Unique, you may purchase as many copies of that Land as you wish.

Basic Lands (50 CP)
The lands which make up the vast majority of the planes, each providing a mote of mana in its associated colour.

- *Plains*: Windswept moors, open steppe, desert wastes.
- *Mountains*: Mountain peaks, jagged foothills, rocky deserts.
- *Islands*: Mountain lakes, spires amidst glaciers, river isles.
- *Forests*: Steaming jungles, alpine taiga, oasis-forests.
- *Swamps*: Mangrove swamps, boggy mires, sinking ruins.

You can take three basic Lands for free, so long as the colour of each matches one of those of your Faction in your chosen timeline.

Fetch Lands (100 *or* 200 CP)
Dragons are born from the swirling power of the plane of Tarkir, manifested through the Spirit Dragon Ugin. When they perish, that power returns to the earth and creates strange and changeable landscapes, such as these. These lands provide only one colour of mana at a time - but, no more often than once per week, you can channel a mote of the other type of mana (or, in a pinch, a little of your own life-force) through the land to alter the balance of their ley lines, switching the polarity of the land's mana, and its landscape.

For 100 CP, choose two colours of mana the land can yield. If both colours correspond with your Faction, discount this Land to 50 CP. Some examples might be:

- *Flooded Strand:* A lowland valley where the bones of dragons sink in countless streams. When blue mana flows strongly, the streams rise and turn the plains to islands; when white mana flows the waters subside, and wide grasslands are revealed.
- *Bloodstained Mire:* A foetid swamp where dragon-horns rest beneath the mud. When red mana rises, so do the remains, forming ridges and crests above the mire; when black mana flows the mud sucks them down and horns lurk beneath the pools, ready to spike an unwary traveller.
- *Polluted Delta:* A seashore delta where dragon bones fester. When black mana runs strongly, the flows dwindle to a rotten trickle, but when blue mana flows strongly, so too does the river, purifying the waterways.

- *Windswept Heath:* A high moor where the wind whistles through the bones of dragons and stunted trees. When green mana comes into ascendance, the wind subsides and trees grow strongly - but when white mana flows, the wind blows strongly and bears the trees close to the ground.
- *Wooded Foothills:* Amongst the foothills of mountains, dragon's bones twine beneath roots. When red mana is strong, it stirs up snow-storms which turn the forests to jagged pinnacles of ice and snow; when green mana rises the spring arrives, and forests wave beneath the sky.

For 200 CP, the land can instead change to provide any of the five colours of mana, representing a confluence of magic and nature, evolving over time.

Taplands (100 CP)
Choose two colours of mana. This land can provide either when drawn upon, but replenishes over about an hour and a half rather than one hour. Such lands might take the form of dramatic cliffs with raging waterfalls (red/blue), barren deserts spotted with ancient bones (white/black), blossoming sands (white/green), wind-scarred crags (white/red), tranquil coves (white/blue), rushing rivers in forests (blue/green) or any other combination.

Sandsteppe Citadel (200 CP; Discount Abzan or Dromoka; Unique)
You are the commander of a strong Abzan fortress-town, situated in the desert, with internal arboretums and an oasis, and supplied to stand against an extended siege. You also command its garrison (though they will not leave the fortress), and can draw upon the land for white, green or black mana.

Frontier Bivouac (200 CP; Discount Temur or Atarka; Unique)
You are acknowledged as the holder of a frontier camp in the Qal Sisma mountains - the camp itself not being much to look at, but the land grants visions of past and future to the sensitive, holds a wealth of dragon bones (the bivouac is built inside a skull), and is rich in game and a common place to see elementals. If drawn upon, it can supply blue, red or green mana.

Opulent Palace (200 CP; Discount Sultai or Silumgar; Unique)
You are the master of one of the palaces of ancient Sultai, with all the luxuries you could hope to own present in its halls and chambers. Silk and gold are common here, as are a small army of sibsig slaves bound to your will and able to see to all the business of the palace itself. If drawn upon, the palace can yield up green, blue or black mana.

Nomad Outpost (200 CP; Discount Mardu or Kolaghan; Unique)
One of the many camps established across Tarkir's plains and plateaus, this one is under your command. Food, water and shelter can be found here for many, and enemies seem to find it almost-impossible to locate the camp, buried in the vast emptiness of the wastes. If drawn upon for mana, this camp can provide white, black or red mana.

Mystic Monastery (200 CP; Discount Jeskai or Ojutai; Unique)
Set high atop a pinnacle of stone, you are the head of this monastery. Populated by a hundred or so students of the martial and mystic arts, the monastery has little in its library, but is an excellent training site for either of those disciplines. Furthermore, you'll find that

(unless you act to stop it) the reputation of this place will spread and draw prospective students to you in each new world. If drawn upon, it can provide red, blue or white mana.

Tomb of the Spirit Dragon (200 CP; Unique)
In this deep ravine, the spectral bones of Ugin remain. The ravine can be drawn upon for a mote of colourless mana, or to channel life-force to you through any colourless creature to heal you - but most importantly, time is strange and convoluted here and nearby. Prophetic visions come more clearly to those in this area, and by delving deep into the ravine itself, you may even be able to cross to parallel timelines, other dimensions or to certain vital points in the past, or return to the Tomb, though you can only make this crossing once per jump (with a return).

Haven of the Spirit Dragon (200 CP; Unique)
Filled with the debris of Ugin's Crucible, and bathed in the power of the Spirit Dragon for a millennium, this ravine is a place of great spiritual strength. It can be drawn upon for a mote of colourless mana, or a mote of any colour which can only be used to summon or cast draconic creatures or spells. Far more importantly, however, once per jump you can perform a lengthy ritual to stir its magic into full life, conjuring a true dragon tempest. You can control what mana colours these dragons can appear as, and they will respect you as their origin and a guide.

Scenario: Fate Reforged

Tarkir is a plane torn between potentialities: The world of the dragons, and the world of the khans. The death of a single being, a thousand years ago sends the world spinning in new directions.

But such choices are not necessarily forever.

In order to complete this scenario, you must change the world of Tarkir - either until whichever power was subdued in your chosen timeline is instead ascendant, or some manner of peace is found between the khans and the dragons. You might walk in the footsteps of Sarkhan Vol, slipping back in time through the power of Ugin's Nexus to change the outcome of Ugin's fateful duel with Nicol Bolas, or work in your own period to lead an uprising or somehow resurrect the dragons.

However you do it, to complete this scenario, you must have brought about a new balance between the competing forces of mortals and dragons on this plane, and established this change so that it should last roughly intact for at least a century.

Reward: *Another Life*

As a reward for completing the great work of changing the world itself, you gain both versions of any perk, item or land which has different versions for each timeline.

Furthermore, you have gained a kind of instinctive insight into the weaknesses or inflection points of social systems or strands of history, letting you quickly identify key moments when

things changed or might change, or existing divisions, dissatisfactions or overlooked sites in a social order which could be exploited to break and change it.

Complications

You may take any number of Complications, though may not take any Complication more than once unless it specifies so.

Retcon? Whatcon? (+0 CP)
By taking this Complication, you can pick what version of Magic canon you want to use for the purposes of your jump. Want Ugin to be a Tarkiri native and the 'soul of the plane', rather than a Dominarian brother of Nicol Bolas? Go ahead!

A Legacy Lived (+0 CP)
Perhaps you've visited this multiverse before? By taking this Complication, you make it so that any effects of your previous visits to the Magic multiverse remain in this one.

Crux of Fate (+0 CP)
Instead of arriving in this jump in 4555 AR, you instead arrive in 3274 AR, five years before Ugin's fateful duel with Nicol Bolas. As both dragons and khans are present in this era, you may choose independently for each split perk, item or land which version you get - but can only get the timeline counterpart via the Fate Reforged Scenario. Additionally, if you purchase the Tomb or Haven of the Spirit Dragon, you only get that Land at the end of the jump.

Long Stay (+100 CP)
You stay in this jump for an additional 10 years. This Complication may be taken up to three times; if taken three times, you can stay for any length of time of 40 years or more.

Omens (+100 CP)
Something about your otherworldly nature seems to agitate the timeline; you're easier for seers and shamans to notice ahead of time, and you'll often find people forewarned somehow of your coming or arrival.

Sworn Enemy (+100 *or* +200 CP)
Choose one Faction in this jump and your current timeline. They deeply mistrust you and while they won't necessarily attack you on sight, you won't be welcome in their regions and they'll need little provocation (like, say, trespass on their lands) to go after you. For an additional 100 CP, the faction regards you as a sworn enemy, and will proactively seek to bring you to justice for your perceived transgressions - by death, and possibly a nasty one, if that wasn't clear. You could hypothetically find some way to appease them, but it would require a truly exceptional service to them.

This Complication may be taken once for each Faction, but the third, fourth and fifth factions only grant half the CP.

Cast Adrift (+200 CP)

Somehow, it seems you landed in the wrong timeline. You pick perks according to your chosen timeline, but actually enter the jump in the other one - which could be more than a little dangerous for you, to exhibit the iconography, skills and ways of clans which have been suppressed for a thousand years by the Dragonlords, or which represent twisted reflections of the Khans' honoured traditions. Furthermore, you are effectively a drop-in in this timeline; any family or connections your identity might have had are different people, who don't know you.

Archetypal (+200 CP)
Mana colours are more than just kinds of magic; they're philosophies, emotions, approaches to life itself - and it seems they've stained you more than a little. With this Complication, you'll find any colours of mana you have an Affinity for having a strong effect on your mentality. Blue will make you detached, unemotional and hungry for knowledge at all costs; white brings stubbornness, zealotry and self-sacrifice; red will make you hot-headed, emotional and prone to fly off the handle; green makes you short-sighted, instinctive and resentful of civilization, while black will afflict you with a hunger for power and a sadistic pleasure in doing whatever it takes to get it. Multiple Affinities will moderate each other to some extent, but you'll still find yourself expressing the worst traits of their combinations, or flipping between one extreme and the other, unless you put great effort into finding a more positive balance.

Nemesis (+200 CP)
Someone here really, *really* hates you, jumper. Build them with 900 CP from this jump, plus half the amount of CP you've gained from Complications. They'll do anything they can to reach you, defeat you and make you pay for… Well, whatever they think you did to them. This doesn't necessarily mean death, but it will certainly be very unpleasant for you - humiliating servitude at best.

Lone Wanderer (+200 CP)
For whatever reason, you won't really be able to make long-term connections in this jump. Any Companions you picked here or who you imported have their own stuff going on, and while they might join you here and there for team-ups, mostly you'll be on your own. Similarly, you won't be able to make strong connections with any of the major factions here - they might give you some help now and again, but you'll never be a part of them. Hope you're good at being alone, jumper.

Mended (+300 CP)
Maybe it's some vestige of the power of the Mending, which reduced the strength of the Planeswalkers from godlike heights to 'merely' mighty mages and warriors, but you've been stripped of your out-of-jump magic, powers and perks so long as you remain here. This doesn't apply strictly to skills, but does disallow technology more advanced than the level of this plane, and locks you out of accessing your Warehouse or out-of-jump items as well. However, you can still use items, powers and perks from other jumps in the Magic the Gathering multiverse.

Dragon's Ire (+600 CP)
For whatever reason, Nicol Bolas has decided you're a threat to his plans. Unless and until you can defeat him, he'll be gunning for you - whether using subtle manipulation and

mind-control to set your allies against you, or simply emerging in his full wrath to destroy you with the same power that shattered the Gatewatch asunder. He may not be quite as godlike as he was before the Mending, but this is a Planeswalker powerful enough to be a villain for practically the whole multiverse - and if you come close to killing him, he'll just planeswalk away and come back again later, unless you find some method of stopping his escape.

The End

After ten years on this Plane (or longer), you may choose to:

Stay Here
Tarkir is as beautiful as it is dangerous, and for all its strife it's not the worst place in the multiverse to make a home.

Go Home
You'll head home, with all your rewards, perks, items, companions and so on, just when you left.

Move On
Your journey isn't done yet. You can move on along your chain, bringing your perks, items, rewards and companions with

Notes

On Timelines

- *Question*: If I do Fate Reforged, do I have to buy my perks again to get their other-timeline effects?

  Answer: No; just buy one. Fate Reforged gives you the 'mirror' effect for free.

- *Question*: What happens to companions with different variations in each timeline?

  Answer: You can choose whether they either get the knowledge and abilities of both of their parallel selves, or whether you instead take each version as a separate companion (each taking up their own slot).

- *Question:* So, if I take 'Crux of Fate', how exactly does picking split perks/items/lands work?

  Answer: You choose a Faction as normal, and get their discounts, but for each split option you can pick independently which side you want. So, for instance, you could pick Dragon's Endurance (Abzan), Walls Within (Dromoka), Outlast (Abzan) and Scalelord (Dromoka) from the Abzan/Dromoka line.

On Delve and Exploit

The difference between these two is a little difficult to explain, but Delve allows you to ‘spend’ the dead for mana, while Exploit lets you sacrifice the living (or the undead) to improve the effects of another spell - not gain extra mana.