Amonkhet Jumpchain
(MTG)



By Ze_Bri-0n

Welcome to Amonkhet, an Egypt-like plane of existence with two suns where gods walk among men and all who die rise again as shambling husks due to a mystical phenomenon known as the Curse of Wandering. Fun times. In the twilight hours of the Mending, the Elder Dragon Nicol Bolas, here called the God-Pharaoh, bleeding omnipotence, annihilated every mortal old enough to walk, bent five of the eight gods to his will, and mutilated the minds and bodies of the other three. Now, the mortals grow up in groups unironically called “crops,” and most spend their whole lives preparing to undergo the Five Trials, a set of holy ordeals that were once a series of tasks performed only once every few decades, but are now a perverted and constant meat grinder that every mortal, human or otherwise, hopes to achieve an honorable death, and thus entry into the Afterlife, by winning. Dissenters are banished from Amonkhet’s only safe city, Naktamun, into the lethal Desert Lands that comprise the rest of the plane. All await the promised return of the God-Pharaoh. Unbenounced to them, it is all part of his plan to create an unstoppable undead army of Eternals.

You arrive five years before the return of the God-Pharaoh. You will remain here for ten years. Here’s 1000 CP to help you find your place.

+1000 CP

<u>Location</u>

You begin in Naktamun, the last surviving city on Amonkhet. Ruled over by the Five Gods, a magical barrier known as the Hekma prevents the dangers of the desert from encouching here.

<u>Origins</u>

Your age is 12+1d8, or 100 CP to choose, unless you are a God, in which case you are ancient by default, perhaps as old as the plane itself. Regardless, your gender is the same as your previous jump or 100 CP to change it.

- Drop-In - You are yourself and nothing more. You have no past in this world, but also no memories distorting your personality, nor any indoctrination to serve Nicol Bolas.
- Initiate- At age five you and nineteen of other youths were grouped into a crop and commanded to construct an obelisk. It took years, but you managed it. Then, the gods came and performed the Ceremony of Measurement, looking into your hearts to separate the worthy from those that must be culled. You were amongst the worthy. In your new crop, you trained night and day to ready yourself for the trials.
- Vizier- Like other children on Amonkhet, you began erecting an obelisk at age five. Unlike most children on Amonkhet, however, when the Ceremony of Measurement came around the gods saw something special inside of you. As such, you were chosen as a Vizier of the Gods, a priest meant to earn a place in the Afterlife through faithful service rather than the trials.
- God (300)- Unlike the canon Amonkhet, this version originally had a ninth god - you. Towering over mortals and practically indestructible, you are a living, animal-headed manifestation of the ley lines that cover the world. Part of the fabric of the plane itself. Unlike your siblings, you have broken free of the subtle spells that bind you to the dragon's will. Be careful not to let Bontu the Glorified learn of this. Post-jump your divine self becomes an alt-form.

<u>Races</u>
Post-jump, this becomes an altform.

- Human (free) Bog standard humans. Nothing particularly interesting to see here.
- Khenra (100) Tall and leen, the jackal-like Khenra are almost all either identical or fraternal twins, which reflects upon their culture. Their natural speed is an asset many use to deadly effectiveness. If you chose this race, then you may pay 200 CP to take your twin as a companion. You will be given 600 CP to build them. They cannot be Gods and they get the Khenra race for free.
- Minotaur (100) The humanoid bulls known as minotaurs are large, bulky, and physically strong, minotaurs revel in battle and many are brave to the point of recklessness.
- Naga (100) Another species that lives in Naktamun, the naga appear as hybrids of human and cobra, though they too are, of course, their own species. Traditionally they shed their skins before entering the Trials, thus symbolically shedding their weaknesses. A common goal among nagas is to achieve what they call the Sweetest Harmony - perfect balance between body and mind. You have a poisonous bite and your aging seems to stop after maturity, though you still grow larger.
- Aven (300) Unlike Aven elsewhere, the aven of Amonkhet are almost identical to humans, except for the presence of their wings and their ibis or falcon like heads. As one of these beings, you can take to their air as naturally as you can walk.

- Angel (400) Amonkhet is one of very few planes with male angels. It is equally abnormal that these angels be the enforcers of a malevolent conspiracy to control and oppress the plane's people as part of a institutional act of mass murder and necromancy, but that's just what happens when an evil elder dragon takes over your plane. As a manifestation of white mana, you are equipped with wings, immortality, and greater physical and magical power than mortals. Unlike the other angels, you are not bound to the will of Nicol Bolas. If you pick this option, you may change your sex to male for free, but if you chose to be female then none shall notice that "oddity." Unlike all other species(save the gods) angels are not expected to enter the Trials.
- Elder Dragon (800) Apparently there's a third living elder dragon - you. Besides being a massive dragon with a lifespan that approaches immortality, as an elder dragon you possess a talent for magic that dwarfs that of any other species in the multiverse. Additionally, by beating your wings you copy your creator and stir the very fabric of the cosmos to summon forth a Dragon Tempest - a magical storm during which dragon eggs fall like meteors. Unlike the Ur-Dragon that spawned you, you cannot produce more elder dragons this way, but by your will, these tempests can create the eggs of any other dragon alt-form you possess, or weaker variants thereof, including drakes. If you possess some form of kinship or the essence of a particular type of dragon, then you may create those too. You can even hybridize them. The eggs of dragons that cannot hatch in midair and fly to safety will somehow survive the impact and hatch naturally. All your descendants by these tempests will rightly perceive you as their progenitor and come to aid you at the sound of your roars. Note that, for all their power, not every elder dragon is anywhere near as powerful as Nicol Bolas or Ugin. Those two have the benefits of over twenty-thousand years of magical learning and power and were Oldwalkers for a good chunk of their lives, and periodically enhanced themselves in other ways during that time.

<u>Perks</u>
Discounts are half off, with 100 CP perks and items being free for their origins.

Drop In
- Free Travel (100) Traveling is nice, but think about all the risks, the biggest being disease. You don't need to worry about that anymore, because if you ever contract a local disease while visiting or moving to its native range, you will find yourself every bit as resistant as a native. You also do not need to fear spreading your own pathogens around to those who are helpless to resist them, because by some subtle sorcery that never happens either. No matter how illogical that is. As a bonus, you also feel an appreciation for sightseeing and exploring new cultures.
- Going Incognito (200) Some places welcome strange foreigners with odd ideas with open arms. These places are the minority. Fortunately, you have something of a talent for slipping into the role of a native wherever you go. In case what you need to hide is not your origins but your abilities, you also have the ability to suppress any and all of

your skills, powers, abilities, attributes, or perks, partially or completely, with nothing but a thought. It is equally easy to regain them.

- Voice of Dissent (400) This world holds a dark secret: the God-Pharaoh at the heart of its religion and society is a lie. He is in truth Nicol Bolas, the Great Trespasser, one of Dominaria's most ancient evils. He has usurped Amohoket and brainwashed its gods. By chance, you discovered this. Now it's up to you to choose what to do with that information. In future jumps, you will find that, personal matters aside, secret truths, hidden realities, and society wide conspiracies are nearly impossible to hide from you, as luck conspires for you to discover them and survive the process. In secret, if at all possible. As a side benefit, you will never go insane from discoveries and revelations, even those of the Cosmic Horror variety, though the short-term emotional distress might make you seem so for a few days.
- Planeswalker (600) You are one of those rare few blessed with a planeswalker's spark, meaning you can, with a moment of concentration and an effort of will, move between planes of existence. It will also make you a talented and powerful mage of whatever sort attempt to learn, and provide a degree of resistance - not immunity, but resistance - to distortions of realities, dangerously alien dimensions, and plagues, mystical or otherwise. This is most emphatically *not* the same as an old walker's spark, and will not allow you to travel beyond the local multiverse - you cannot exit the jump. go to other jumps with this spark, or travel to unrelated worlds, no matter how you upgrade it or yourself.
  Post-Chain, this restriction is loosened and it will allow you to travel to your jumps or your original home world, but not to unrelated worlds or jumps you never did. If you want to do either you'll need an old walker's spark, and this isn't that.

Initiate

- Battle Trained (100) The Trials are primarily martial endeavours, so of course every child learns how to fight. You took to it like a fish to water. Regardless of whether you're fighting with archery, a khopesh, a spear, a bolas, or even your bare hands, you are one of the best combatants your crop has to offer. You can fight in formation or alone, armored or otherwise, with or without a shield, if need be. In the future, your natural talent for violence will allow you to pick up any form of violent skill with incredible speed.
- Mindful (200) Martial strength and unity will lead a crop through some of the trials, but not all. Kefnet's trial cannot be won by force of arms alone. It must be won by intellect and adaptability. Fortunately, your mind is sharp as a razor and adaptable like few others are. You are a natural puzzlemaster, and your years of training have only made you better. Whether it's cracking a code, memorizing a text, or solving a deadly riddle your mind is fluid and flexible, and shall always remain so.
- Favor of Hazoret (400) Not everyone is meant for combat. Even among those who are, very few are like you. Not only can you endure danger and battle, you enjoy them on a deep, primal level, almost as though you have received a blessing from Hazoret the Fervent. In combat, particularly combat with meaningful stakes and significant danger, particularly against a worthy opponent(herein defined as an enemy who fights on a level you respect in a manner you approve of), you feel a thrill like fire in your heart, like your

blood has begun to *sing*. In battle, you feel truly and completely alive. It will be particularly enjoyable if it is for a cause you truly believe in. This primal enjoyment will make you brave, keep you focused, and insulate you from battle-related trauma and resulting disorders, as well as help you psychologically handle killing, fighting, gore, and losing loved ones in battle without issue. Unlike others, your battlelust will never overwhelm nor distract you. Even in the thick of it, in the throes of this fervor, you remain yourself and you remain sane and cautious - if you were any of those to begin with.

- Crop Captain (600) You were chosen to lead your crop through the Trials. Regardless of your abilities in personal combat, you are a skilled leader and tactician. While not infallible, you could reliably lead a group to victory against a force with thrice its numbers - unless they can produce a match for your leadership, of course. You are also highly inspirational - you could convince a beaten, demoralized army to fight again, even in the face of significantly superior numbers, training, and weaponry. With you at its head, even a mediocre crop is practically guaranteed glory in the trials, but don't think that your skills cap out at twenty people - you can organize and lead as many people as you have available.

Vizier

- Spellcaster (100) By default, you are a cleric wielding your faith as magical power, though you could just as easily be a wizard commanding mana through knowledge and training, or even a druid exploding a deeply spiritual connection to the natural world, if you so chose. Regardless of your exact method of doing so, you have the ability and knowledge necessary to draw upon magical energy and weave it into spells. You are not a particularly knowledgeable or powerful mage, only reaching basic proficiency, but even at this level you are a resource to be cherished and a power to be reckoned with.
- Priesthood (200) You were probably about twelve when the Ceremony of Measurement came around. Years have since then, and they were not spent idly. You are a fully trained priest of Amonkhet's religion, well versed in scripture and ceremony, to the extent such things exist on Amonkhet, given how close their gods are. In future worlds, you may also choose to possess the position and learning of a priest in a major religion of your choosing.
- Renewed Faith (400) This world's gods are benevolent. Unlike those of Theros, when you honor these gods they'll honor and reward you in turn, to the best of their abilities. Or at least, that was the way it was before Bolas brainwashed them. Even now they're still *mostly* benevolent, but the elder dragon has perverted them to his own ends. With you, at least, they return to their roots. In fact, all gods and divine beings act this way in regards to you, even to the point of exempting you from their wraths unless you're personally involved.
- Archmage (600) Perhaps that's an exaggeration, but the fact remains that you're a powerful, highly trained, and talented mage. You may pick one form of magic to be an undisputed master of, with years of training and experience behind you. If you are a Planewalker, you will be on par with a member of the Gatewatch, and even if you aren't

you'll be able to give them a fight, at least in terms of power and skill. Dozens of forms of magic exist, examples including elementalism, hieromancy, telepathy, necromancy, thaumaturgy, lithomancy, sanguinomancy, diabolism, choronarchy, and many, *many* others. Requires Spellcaster.

God

- Trial of Jumper (100) Every god oversees one of the Trials, and you are no different. You can devise tests for anything you possess yourself, from magical abilities to moral standards. These tests are incredibly accurate, nearly impossible to deceive, and will give you a deep understanding of the tested.
- Unbound (200) Your moral, spiritual, mystical, even physical natures, are involatible. Bolas could control you as he controls the gods who hold the trials, but twisting you into one of the nameless monsters that will ravage the plane during the Hours would be beyond even his power, and even that much would be temporary. Who and what you are cannot be changed, mutated, corrupted, or warped by anything, even your own abilities, unless you allow it. You cannot be turned into a vampire, infected with lycanthropy, corrupted, and so on, unless you allow it. This is not a blanket protection from having your mind manipulated, but it does mean you will always be true to yourself and your highest ideals, even in the face of such manipulation. Furthermore, you also possess the ability to slowly but surely reverse and escape mental and spiritual corruption and control as long as nothing is actively maintaining it. Even changes to your memories revert given a year or two.
- Power of the Gods (400) You stand above and beyond mere mortals, in more ways than one. While magical improvement is hard won for mortal mages, for you it really is as simple as applying more power. By channeling extra mana into said abilities, you may proportionally enhance them. Proportional to what you're capable of doing with that energy, that is. This operates even better when used to boost more advanced spells and mightier abilities, particularly those of divine or holy origins and natures, which ensures pursuing power the normal way will always be more efficient, but this ability allows you to improve with no upper limit. A spell to hurl a fireball could be made to fly further, burn hotter, and burn a larger area with extra mana. A spell normally applied via physical touch can be made to affect a distant target, or even multiple targets. Your magic can be made harder to counter and harder to resist. You can similarly augment your other supernatural abilities as well as items, even those from other worlds, though if they are fueled by power pools other than mana then you must use an appropriate type of energy. Those that do not require such fuel at all can be enhanced with mana, or with spiritual or magical energies from their home settings.
- To Hold Dominion (600) The gods are physically exemplary, but they are also magically unparalleled. Beyond the power of mortal mages, the gods wield immense magic of their own. You may choose one of the five colors of magic and a concept that fits within that color. Your divine magic as a god of Amonkhet is deeply connected to that concept and, to a lesser extent, that Color (see Notes for Colors and concepts). However, it is mighty enough to overpower any planeswalker born after the Mending, and many of those born

before. At the same time, your divine magic cannot be turned against its own nature, and carries other restrictions about when it can and cannot be used, and in what ways. It is at its strongest when you are acting in your official capacity as a god. Under the right circumstances, such as during a holy trial, you could overpower the whole of the Gatewatch. Gods get this for free during the jump(and if they chose to stay), but must buy it to keep it if you Go Home or Continue On.

Items

Drop In

- Camping Supplies (100) A tent, machete, bed roll, compass, a cloak, and a canteen, all of which can be summoned to hand at will, without even visiting the warehouse.
- Lazotep Supply (200) A sarcophagus-sized chunk of pure lazotep, a blue mineral found exclusively on Amonkhet that interacts with black mana in a number ways necromancers find useful. You receive a new one every year, so don't be afraid to use it somehow.
- Planar Bridge (400) A copy of the very same device that Nicol Bolas requires for his scheme, this object allows for the transportation of nonliving matter throughout the local multiverse. May result in some odd consequences for the local mystical environment.

Initiate

- Weaponry (100) A finely made local weapon of your choosing that will never need maintenance and will reappear in your warehouse a week after destruction.
- Training Equipment (200) A set of weights and dummies that respawn an hour after destruction and are as heavy and durable as their user needs them to be. Also comes with an intact training mummy who will always be skilled enough to help you train, but cannot be used outside of training.
- Crop (400) Twenty armed warriors, each one of which is resilient, courageous, and skilled. These fighters are followers, not companions, but further training and upgrades made to them carry over. Each and every one of these warriors would die for you, and would then respawn after a week.

Vizier

- Embalming Tools (100) A series of handheld tools and devices used in embalming and mummification. Can prove very useful to necromancers of the right knowledge.
- Spellbook (200) A written record of spells in a form of your choosing. These spells can belong to any form of magic you desire.
- Eternal Servants (400) Six of Nicol Bolas's Eternals, undead warriors that can drain the life out of anyone they can grab. They are ruthless, adaptable, tactical, resilient, and fanatically loyal to you. Their undead state also allows them to transcend some of their mortal limitations, each one is an elite warrior, the best of a caste that was trained to kill from birth, though their skills alone are not superhuman. Unlike Nicol Bolas's Dreadhorde, they cannot perform the Elder Spell proper, nor can you learn it from them, but they respawn three days after they are destroyed.

God

- Scripture (100) A written collection of anecdotes, explanations, and commandments that explain in plain words how you desire your worshipers to behave and what you want them to value, in words better than you could write, with a few parables and histories mixed in. These will automatically update if your views and understandings change, as will any later copies, except those written for record keeping.
- Divine Weapon (200) A weapon of your choosing fit to be wielded by god(or you, regardless of how strong you become) against foes of their own caliber. It is sharp and durable enough to be effective in such combat, changes sizes with you, and can use mana as ammunition, if any is required. You may import a weapon into this if you desire. This can be bought multiple times.
- Monument (400) A temple dedicated to you with an ambient and appropriate but minor magical effect that also makes spells of one of the five colors of magic cheaper to perform.

<u>Companions</u>

Old Crop (50 each) You may import up to twenty of your companions for 50 CP each. Each gains one of the free origins and 600 CP to spend.

Gods of Amonkhet (200) If one of the gods of this plane has caught your fancy, then you may choose to convince them to come along with you upon future adventures. They have responsibilities though, so they won't be easily convinced. Can be bought multiple times.

Canon Character (100/ 200 / 300) You may select a character from Amonkhet to try to convince to follow you into future jumps. Non-planeswalkers cost 100 CP, unless they're gods(in which case see above), normal planeswalkers cost 200 CP, individuals like Ugin or Nicol Bolas cost 300 CP. Can be bought multiple times.

<u>Drawbacks</u>

You may take as many drawbacks as you like, for as many points as they're worth. Post-jump all drawbacks taken here are removed.

Continuity +0 - Consequences of all previous Magic the Gathering jumps now carry over to this one.

Card Games +100 - Your jump takes place in an alternate version of Dominia(the MtG multiverse) where every battle is determined via games of Magic the Gathering. They still have the same consequences and casualties as normal, collateral damage and friendly fire included, but now they feel vaguely ridiculous. Yes, even if you've done a Yugioh jump. You must abide

by this for the duration of the jump. You will be provided with a deck that corresponds to your abilities and items, in jump or otherwise.

Sunburn +100 - Your face is eternally and uncomfortably sunburned. You cannot heal this, nor will you be able to completely ignore it.

I Hate Sand +100 - Sand is terrible. It's coarse, it's dry, and it gets everywhere. You despise it, and you're going to tell everyone who you meet how much you hate sand at the slightest provocation. People who spend time with you are going to be very annoyed by your constant moaning and whining about sand and how much you hate it.

Rebuild +100 - Instead of starting the jump five years before the War of the Spark, you begin it just afterwards. You cannot leave this jump until Amonkhet's civilization and population is equal to what it was before Nicol Bolas conquered it. If that ever becomes completely impossible - such as if the Eldrazi sunder the plane itself - then you chain fail. But you'd have to screw up pretty badly for that to happen. Incompatible with Save the World.

Low Mana +200 - You only have access to a small amount of mana, and will have great difficulty making use of magic. You will need to carefully manage your magic use.

A Piece, Not the Hand that Moves Them +200 - You are unimaginative and have trouble thinking outside the box, making you predictable and easily manipulated.

Planebound +200 - You cannot leave Amonkhet until the end of your jump. Attempts to leave automatically fail.

Monocolor +300 - Select one of the five colors of mana. You are restricted to that for the duration of the jump - any magic outside it fails automatically, including those from other worlds.

Memory Loss +300 - You have forgotten all of the crucial out of jump information that this document provides, bad news when there's an apocalypse on the horizon. For an additional 200 CP, this memory loss is total, meaning that your only memories are those of your in jump identity.

Exiled +300 - You are a known dissenter, ungrateful for the God-Pharaoh's gifts, and have been exiled beyond the Hekma, meaning you must survive in the dangerous Desert Lands for a decade.

Desert Reclamation +600 - The Desert Lands did not always cover Amonkhet. Naktamun was not always its only city. Though information is scarce, it is known that even before the Great Trespasser came, Amonkhet was already a shadow of its former glory. You must restore that glory. By some means of magic or science you must drive back the deserts and make this barren world capable of sustaining the multitude of cities that it (probably) once did. You don't have to turn the whole planet green, nor do you need to people it, but it has to be at least as lush as actual Ancient Egypt. Oh, and

you'll have to find a way to deal with all the undead mummies that the Curse of Wandering creates. You have one thousand years to complete this task.

Save the World +800 - Your jump begins earlier than intended. You arrive a year before the Mending. You must stop Nicol Bolas from enslaving Amonkhet, its people, and its gods or chain fail. No more than half Amonkhet's population of mortals or half its population of gods can be slain or enslaved. No, taking Planeswalker does not give you the powers of an Oldwalker during said year. Incompatible with Rebuild.

Trials of Jumper +1000 - Only the worthy may enter the Afterlife. Or, in your case, the rest of your chain. Some time during this jump, you and your companions will be forced to undergo five trials based on those held by the gods. The difficulty of these trials will be tailored to you and your companions. They will not be impossible for you, but they are guaranteed to be challenging enough that failure is a very real possibility, perhaps as or even more likely than success, depending on your exact build. If you fail any one of these trials, you chain fail. If any of your companions die during these trials, they cannot be revived until post-jump.

End

Your decade on Amonkhet has come to a close. What do you want to do from here?

1. Go Home.
2. Stay here.
3. Next Jump.

Notes

Hypothetically, if you were to share the Planeswalker perk with others using another perk or give away your Spark, then Post-Chain whoever you share it with can travel to your jumps, but all the same restrictions apply otherwise.

I wasn't sure where to put it in the actual text of Unbound, but for context if whatever you're resisting has a chance of turning you or killing you, like werewolves from Harry Potter or vampires from Underworld, then Unbound guarantees your survival, even if you refuse to change. It also revives you from transformations that require death, like vampires from Buffy or White Wolf's World and Chronicles of Darkness. You die, and then you are resurrected at the same point you would be if you were actually turned - except you are still human (assuming you were human to begin with). Be careful not to get buried during your stint as a corpse.

In case you aren't aware, the colors of magic are red, green, blue, white, and black. Red is associated with fire, lightning, freedom, individuality, and emotion, as well as quite a few dragons. Green is the natural color - the wilderness, plants, animals, predation, brute strength, and the primal power of nature. Blue is the logical color, and it contains concepts like thoughts,

logic, water, wind, and also the more esoteric forms of magic like space time manipulation, levitation, counterspells, and whatever else “arcane,” you can think off. White is associated with such forces order, unity, justice, faith, healing, protection, and light. Black is the pragmatic color, and it holds power over death, destruction, disease, demons, sacrifice, and similar. For the record, don’t mistake white for the “color for good guys,” and black for the “evil magic color.” It does tend to work out that way, but many a pragmatic hero has used black magic, and more than a few white mages have proven fascistic and brutal.