

LostMagic



Made by emeralis00

Once upon a time, the world was made by The Creator. Upon leaving the world, he divided his power into seven wands, and entrusted them to seven sages. However, in the present day, the most beautiful of all the sages known as the Diva of the Twilight made a grab for power. She attacked the other six sages, hoping to claim their wands and become the new Creator, though the other sages are skeptical if such is even possible.

The Diva of the Twilight manages to take all the wands except for the Wand of Light, wielded by the leader of all the sages, Russel, the Bishop of the White Night. Although Russel was defeated, the Wand of Light was not stolen, because he gave it to his unknowing son, Isaac. Just a few days ago, Isaac didn't even know his father was a sage - he just barely learned how to draw runes and cast magic. Now on the run from the Diva with the former Wind Sage, Tricia, Isaac must deal with the burden passed on to him by his father, while encountering many dangers and twists along the way.

Thankfully, you're not Isaac, but as a Jumper, you're probably going to change the plot anyways with your shiny **+1000 CP**.

Age, Sex, and Location

Age and Sex aren't important here, pick anything appropriate. Likewise, you may choose your location freely (rolling is optional). You start the same moment Russell gives Isaac the Wand of Light.

Location

1. A town or city: There are few places humans live anymore, after the world got flooded with monsters. The game only shows two of them (Tamta Village and Runedolf), but you can fanwank that more exist as desired. This location lets you start in relative safety among other humans, handy if you are human... The sage of Light lived in a third, though it got destroyed before the game started.
2. Wet-Wood Forest: a relatively peaceful forest, with only the occasional encounter with a monster. Isaac and a forest witch live here.
3. Silverspeak Mountains: Home of the Sage of Water. Lots of waterfalls and ice here. Pleasant if not for the water monsters and mind controlled Sage.
4. Blaze Lake: Home of the Sage of Fire. Fire, lava, more fire. It's hot and burning, what did you expect?
5. Goldsand Dunes: Home of the sage of Earth. It's a desert filled with sand, quicksand, and canyons. The monsters here tend to be particularly durable.
6. Windmill Plains: Probably the home of the sage of Wind, but she spends most of her time in the game traveling with Isaac. There are plenty of windmills, but also a number of sheer cliffs to fall off of if you are not careful.
7. City of ruins: home of the Sage of Darkness, also a really old and powerful dragon. Probably not a pleasant place to be as a human *or* a monster, given the hatred of humans monsters have, and the Sage of Darkness's ability to capture monsters.
8. Balance Temple: Home of the Sage of Balance. She's the antagonist of the game, and has the unique ability to negate the power of the six elements. Starting here is not recommended unless you can deal with her.

Origin

For origins you have three options, each of which can be set to Drop-In.

Mage

You are a magic user, with a working knowledge of the magic of this world. You possess the capability to draw the Tier 1 runes of each element. Magic costs mana, with a surcharge based on how well, or poorly, you draw the runes.

Monster

You are one of the many monsters populating the world. Monsters cannot cast magic of their own, but are typically aligned to one of the elements. Elementally aligned monsters are resistant to their own element, but weak to its opposite. Neutral monsters, however exist.

Villager

You are an ordinary commoner of this land. You possess no magic of note, nor any particular defenses against monsters. However, the plot of the game largely concerns magicians only, so you are rather safe from it. You will have a job and a home.

Perks

Monster Form (100 CP, Free Monster) - Your form in this jump is monstrous in appearance. This grants you physical capabilities in line with your appearance. If you have wings, you can fly by flapping them. If you have scales or tough hide, you have damage resistance. By default you have the ability to purify Mana Crystals as if you were a magician. In future jumps, this becomes a variable alt-form, which you choose at the start of each jump. Its capability is limited to what could reasonably be found on Earth.

Monstrous Affinity (200 CP, Discount Monster) - You possess a particular elemental nature. This can be purchased multiple times, applying to a new element each time, additional purchases are not discounted or free. You cannot purchase this for an element outside of the normal six. You instead are strongly resistant to that element, and may add that element as damage to any of your physical attacks. Unlike regular monsters, this does not add an associated weakness.

Taste the Sorrow in the Air (400 CP, Discount Monster) - Monsters are beings of magic, which lets them notice great changes of magic occurring in the world, like, say, a Sage stealing all the magic wands and trying to become God. You are no different. Small changes aren't really noticeable, but the effect scales with the strength of the change. If some kid somewhere summons a demon, you won't notice, but if a lich begins the once in a thousand years ritual to cover the whole world in darkness, you will know it and get a good sense of how close to completion that lich is. Pay attention to it enough, and you will be able to track down the source, if you please. This sensation won't distract you, and you can easily tune it out if desired.

Primordial (600 CP, Discount Monster) - The eldest monsters have lived for centuries upon centuries, long enough to remember the time when the Creator split his power into seven wands. Now you bear this same weight of years. Firstly, you exude an undeniable aura of authority and ancient might, strong enough to intimidate anyone not of comparable age. This effect is togglable. Secondly, you may substitute raw age for potential and talent in any magic system you encounter. While this doesn't actually give you skill in said magic, you can at least be assured that you will never be barred from learning it simply due to inability to use it.

Elemental Affinity (100 CP, Free Magician) - You possess a particular talent with an element. This can be purchased multiple times, applying to a new element each time, additional

purchases are not discounted or free. You cannot purchase this for an element outside of the normal six.

You always draw the runes of this element perfectly, resulting in the cheapest possible mana cost for using that rune. Additionally, you start with knowledge of all three tiers of the runes of that element, instead of only the first Tier.

Enchantment (200 CP, Discount Magician) - Most of the magic cast during the game is done on the fly, however there are a number of places where runes have been placed on objects. Such as the giant city gates. Now you too will be able to make these special effects. At the start, you can only make the same spells as one-use traps, activated by touch, but as you experiment and learn, you can branch out to specific triggers, repeated or permanent effects, and more esoteric effects. This is limited by the runes you know.

Mage General (400 CP, Discount Magician) - Commanding monsters is a critical part of any magicians arsenal both to defend themselves and attack their enemies. Now you find yourself gifted with the art of command. Planning and adapting on a tactical scale comes easily to you now and you'll find that your orders are easily understood and acted upon precisely by any being subordinate to you, even dumb beasts.

Sage of Jumpchain (600 CP, Discount Magician) - You are a well-learned, though not necessarily venerable, expert of a part of the local system of magic. People will look to you for advice on magical matters (provided magic is a thing they are aware of), and will treat your words with the appropriate respect and seriousness. If you tell someone a phenomenon is magic, and it is, they will believe you. You will always have at least a theoretical knowledge of any magical system you encounter, and can often be skilled. Additionally, upon purchase of this perk you receive all three tiers of runes for an element of your choice, and you draw them as if you had the Elemental Affinity perk for that element. This element need not be one of the normal six elements.

Trade Skill (100 CP, free Villager) - You excel in a particular skill appropriate to the local technological level, such as carpentry or calligraphy for this jump. As long as an economy of some kind exists (Star Trek's valuable good economy counts) exists, you will be able to find someone to employ you in a job related to that skill. You may choose a new skill each jump appropriate to the setting.

Ant on the Battlefield (200 CP, Discount Villager) - Like the metaphorical ant on the battlefield, you are likely to get squished and become just a statistic when the bigguns come out. Even outside of that, car accidents, surprise food allergies, random violence, there are many ways to die. With this perk, as long as you do not draw attention to yourself, you will not be killed off due to random happenstance or bad luck. As long as you don't actively assist any side, and make an attempt to leave for a safe place, you could be in the middle of a pitched battle and every combatant will take care not to harm you, without realizing they are doing so.

This has limits though, it can't save you if someone were to try destroying everything indiscriminately, such that there is no safe place to go to.

..and then the Hero showed up and saved us all (400 CP, Discount Villager) - Sometimes not looking for trouble fails, when the trouble comes looking for you. If an enemy has set their sights upon you, specifically, they will find their plans hampered, Their minions will encounter other heroes before they can reach you. Their clever social manipulations will hit unexpected reactions. This won't defeat your enemies for you, and it can't stop everything, but you will always have a certain level of passive defense. This works best when you don't have any intention of being a hero (or villain), and merely want to survive.

Not Your Problem (600 CP, Discount Villager) - Why would you go galavanting about the countryside when you have a family to feed!? You can post a job request in a public venue, and eventually someone will come along and do it for you. However, if they do, you must pay them in some fashion, with the price scaling according to the difficulty of the task. Delivering a letter is cheap, killing a god costs an almost unfathomable price.. Additionally, the pool of applicants scales inversely with the difficulty of the task, easy tasks will be picked up quickly, very difficult ones will take much much longer before someone completes it. You can only have one such task active at a time, and a task isn't complete until you pay out.

Items & Companions

Recruitment (0 CP) - You may freely turn anyone from this jump into a companion, should you be able to convince them to come with you on your chain.

Import (200 CP) - You may import or create up to 8 companions, each receiving an origin and 600 CP. Companions may not purchase companions.

Mana Crystal (100 CP, Free Magician) - A Mana Crystal is person sized, well, crystal, that greatly boosts the amount of mana regeneration of any Magician linked to it. This crystal is linked to you, but this link can be transferred to another person, allowing them to use mana and runes as if they possessed all Magician perks you purchased here (these granted abilities are not fiat backed). Unlike regular mana crystals, only you can control this link. You may shrink it down to the size of your fist for portability. In tiny mode, it does not function. This can be purchased multiple times, additional purchases are not discounted or free.

Magical Wand (200 CP, Discount Magician) - A wand is not necessary to perform any magic, however they greatly increase the wielder's power for their related element, as well as provide some amount of immunity to that element. Given the existence of the wand of Hope, you are not limited to the elements of the runes; a wand of time, or wand of cheese is entirely allowed. If you choose to buy a wand for one of the six elements or Balance, then it is a copy of that wand.

Buying the wand of Balance does not boost your magic, but instead grants you immunity to the existing six elements.

Assorted Monster Parts (100 CP, Free Monster) - This item is a large treasure chest containing the pieces of viscera of previously defeated monsters, refilling once a month. Any given piece will grant a small boost to the bearer in relation to the kind of monster it was from. More bits increase the boost, but start dropping in efficiency quickly.

Pack (200 CP, Discount Monster) - Weak monsters tend to function in groups, and strong monsters tend to be alone. You are the exception. Regardless of your personal strength, you have a small group, between two and three, of monsters identical in appearance to you. They possess non-fiat backed variants of any Monster perks you have (of the same elements selected, if any), and are about the power level of a high end monster of this setting. In future jumps, they may import for free, taking no companion slot, or may import normally, taking up one companion slot total. Any perk purchased is divided evenly between all the monsters in the group.

A Cozy Home (100 CP, Free Villager) - This small home has enough room to house five people. Any non-jumper resident of this home is a follower, and will be taken along at the end of the jump. In future jumps, they are allowed to leave the property, but if they are not imported, their powers and setting impact will be on the scale of a typical background character.

Boxdog (200 CP, Discount Villager) - You have a tame monster called a Boxdog, a dog shaped like a box. This is a pet that doesn't require feeding, is moderately intelligent, and can follow verbal commands of some complexity. This monster is non-threatening in appearance, but strong, has neutral affinity, and returns in a few hours if killed. Nobody will remark upon its monstrous nature. It can import for free, and won't take up a companion slot (however it cannot receive CP if this option is used). May instead have a Dogbox.

Drawbacks

- **Elemental Weakness (+100 CP)** - You have a weakness to one of the six elements. As a Monster or Villager, this means you take more damage, or suffer for far longer under the effects of that element. For Magicians, you cannot use the Tier 2 or Tier 3 runes of that element, and using the Tier 1 rune of that element physically pains you. You may take this drawback up to six times, one for each element, but the maximum CP you can get back from this is +300.
- **Dark Aura (+100/200 CP)** - You bear the same special effects of floating black ribbons and evil looking face that all the mind controlled Sages have. You aren't mind controlled, you just look like it. You cannot disguise it, and it will disturb people. For an additional +100 CP, other magicians will try to free you... by attacking you until you snap out of it. You can't, and they won't believe you.

- **The Asshole Route (+200 CP)** - Both you and Isaac have a problem. Neither of you seem capable of the slightest bit of empathy towards your fellow humans (or other monsters if you're a monster). You will always choose to maintain your personal power or wealth when given the choice between losing it or seeing another person suffer. For Isaac, this locks him into the Evil Route, where he keeps the wand of Light at cost of Tricia being mind controlled, unless you really break the plot.
- **That Damn Butterfly (+300 CP)** - Isaac never escaped his hometown being destroyed by monsters. Rather than send the wand of Light to his son, Russell teleported it to some random place on the continent. The Diva of Twilight is searching for it, and if she finds it she will finish her master plan to destroy the universe. You have about a week tops before the entire universe goes pop. If taken with "No Jumper, you are the Diva", Tricia now plans to unite the wands, and kill you in revenge. If she succeeds, you will chainfail.
- **No Jumper, you are the Diva (+400 CP)** - Yeah, the Diva of Twilight? That's you now. You must gather all seven wands and unite them into the wand of the creator before your time in this jump is up. Failure means you lose everything purchased or collected in this jump, and immediately move on to the next jump, forever unable to return to this world. To make matters worse, Tricia has stolen the Wand of Balance, convinced you killed her sister (you kinda did), and has alerted the other Sages of your plot.
- **Mana Crystal Defense (+600 CP)** - A number of Mana Crystals have been scattered across the continent, one for each jump and gauntlet you have ever been on (except this one). Each one is linked to you, and a particular jump or gauntlet. If ever that crystal is purified by another monster or magician, you lose access to everything you gained from the linked jump until you purify it back. Bear in mind, a passing monster can purify a mana crystal completely unintentionally just as easily as a hostile mage can. This cannot be taken with "Diva of Jumpchain". If taken with "No Jumper, you are the Diva", losing every Mana Crystal results in chainfail.
- **Diva of Jumpchain (+600 CP)** - Whoops, the Diva of Twilight knows who you exist now, and has locked out all your out of jump perks and abilities, as well as your items, warehouse, and companions. She wants to kill you for existing, but at the moment has no idea what you look like or where you are. This cannot be taken with "Mana Crystal Defense". If taken with "No Jumper, you are the Diva", then Seneka is still alive, sane, has her Wand, and still wants to kill you. You tried to kill her after all.

Notes

- The world map is tiny, given a child can travel about the entire region in only a few days. Fanwank the rest of the world if your jumper chooses to leave it.
- If you have the Monster origin, you are guaranteed not to be destroyed if all magic is destroyed like in the canon plotline. People might react weirdly though.
- In the game, if you try to draw a more advanced rune without unlocking it first, it counts as a failed rune, ruining the spell. This seems to imply that learning a rune isn't merely

copying it, but something deeper (at least if I were to justify game balance). Fanwank either way.

- You can, however, learn the runes of the six elements by seeking them out in the world, you just don't get the fiat backed perfection of Elemental Affinity.
- Elemental Affinity can be purchased as a Monster or Villager, but you might not be able to utilize its effects if you lack the capacity to do so (such as being unable to draw runes due to lacking hands).
- You do not need to take Monster Form as a monster. If you don't, you appear as a human outwardly. Your innards, however, are probably not human.
- Gathering all seven wands, whether by purchasing Magical Wand or stealing the actual items, will not make you God.
- Not Your Problem is not fiat backed to hide itself. If you put a hit out on someone, nothing stops them from learning about it. Ant on the Battlefield doesn't help, since it counts as actively drawing attention (how else do you find adventurers to do it?).
- Assorted Monster Parts includes remains of creatures previous jumps and adds new bits as you kill things.
- In future jumps you could invent new runes, or maybe you can't, it's your chain.
- Magicians can purify Mana Crystals as in the game. You do not need to purify the CP purchased Mana Crystals.

Elements, Runes, and Sages

The magic system consists of runes, three tiers of six elements (fire, water, earth, wind, dark, and light). The more perfectly drawn the rune is, the better its effect, and the cheaper it costs. Each element has its own capabilities, but the real complexity comes with how the runes can be combined. A single Tier 1 fire rune will create a fireball. A Tier 2 water rune, and a tier 1 fire rune, will create a literal rain of fire. Every spell consists of one to three runes of any type, drawn one over the other. The order, element, and tier of the runes determines the effect the spell produces.

Unlike in the games, you automatically start with the ability to combine runes, up to three for each spell.

There are far far too many combinations to realistically list here, so I will be only listing the tier 1 and tier 2 runes, and some example duo spells.

Tier 1s:

Fire - creates a small fireball, hits one enemy. Can burn.

Water - bolt of ice, hits one enemy. Can freeze.

Wind - blades of wind that cause knockback, hits one enemy.

Earth - small wall.

Light - heals one target.

Dark - captures a monster.

Tier 2s:

Fire - creates an explosion. AoE.

Water - starts rain. AoE.

Wind - blades which cut. AoE.

Earth - Buffs physical defense.

Light - Buffs magic defense.

Dark - Debuffs all defense.

Duo Spells:

Fire 1 + Fire 1 = Fireball which can hit multiple enemies in a line.

Water 1 + Fire 1 = machine gun fireballs.

Fire 1 + Light 3 = LASER BEAM.

Earth 3 + Earth 3 = Moon Shot, aka giant boulder from the sky.

Basically, for Duo spells, the first rune provides the shape, while the second rune provides the element. Higher tiers of the second rune add "more", while higher tiers of the first rune add different shapes (sometimes bigger, sometimes being a circle wall instead of a line wall, etc). Trio spells do all sorts of crazy effects. I have no idea what the pattern for those is.

Some links for further research (or just fanwank it, there isn't a lot of information available)

<https://www.ign.com/faqs/2006/lost-magic-spell-list-709637>

https://lostmagic.fandom.com/wiki/Spell_List

Sage Titles and Names

Fire: Lord of the Summer Haze - Christiva

Water: Master of the Curtain Mist - Popokura

Earth: General of the Gravel Stone - Geh Olg

Wind: Daughter of Wind - Tricia

Dark: Jester of the Prime Moon - Leonard

Light: Bishop of the White Night - Russell

Balance: Diva of the Twilight - Seneka

Changelog

- 0.1
 - Jump made
- 0.5
 - Added audience suggestions.
 - Added a very basic description of how the rune system works.
 - Added final perks for the origins.
- 1.0

- Split elemental Affinity into two perks for Magician and Monster origin.
- Renamed Mage to Magician
- Added additional drawbacks, and made some a little harsher.
- Added some clarifying notes.