Demons of Astlan Jump

Version 1.1

Welcome to the Astlan Localverse! Here you will find demons, gods, wizards, and all sorts of aliens. The multiverse is infinite, and transdimensional travel is common though usually limited to the localverse, which is about 1000 dimensions.

Four thousand years ago, Orcus, the lord of orcs, was killed in a joint attack by both the demon Lilith and an archon of the god Tiernon. A prophecy was spoken more than a thousand years ago that Orcus would be reborn and return one day, and would bring mana from the heavens to claim his wand, relight the fires of Mount Doom and bring vengeance on those who had wronged him.

Tom, a lonely 16 year old who just moved to town two weeks ago, is at a party trying marijuana for the first time. Unknown to him, this isn't regular marijuana. It's Demon Weed. As he ascends out of his body into the astral plane, he attracts the attention of a wizard demonstrating for a class. The wizard takes the opportunity to grab Tom's soul and bind him with his true name. This severs Tom's link to his body and reforms him in the image the wizard imagines him to be. Tom, not going quietly into servitude, put quite a scare into the wizard, who now thinks Tom is fairly powerful. Thought becomes reality and Tom begins his adventure as a demon.

The jump starts the day Tom arrives in Astlan.

To begin with, you gain 1000 CP.

Origins

Drop In (0 CP): You arrive in Freehold, the home of the Council of Wizards and Council of Magistrates. They are fairly accepting around here, what with all the demons running around.
You are 1d8+17 years old.

Wizard (100 CP): Having detected a magical talent in you while you were very young, you were sent to Lenamare's school for wizards. It's mostly very dry stuff, but today a practical demonstration is being performed. Why look, they've just found an unbound demon…
You are 1d8+10 years old.

Demon (300 CP): Relaxing with friends at a party, you notice Tom start up a joint. He immediately zones all the way out. Clearly a first timer. Waste not, want not. You take the joint Tom had just started, and grab a seat next to him. Wow. This is really potent stuff. It's like you are having an out of body experience when you hear chanting and a face appears. NAME it demands. You tell it your name.
Your age no longer matters. You have just been reborn.

D'Ork (300 CP): like Demon Orcs or Damned Orcs or Dangerous Orcs or Doomed Orcs or Dark Orcs or Death Orcs or...You are an Orc in the Abyss. Colloquially known as hell. You may have survived the death of Lord Orcus more than 4 thousand years ago, or been born into this empty existence since then. The backstabbing bitch Lilith sends her forces to attack every 10 years or so, but outside of that...there is little to do. Only hold onto hope of the Lord's prophesied return.
You are 7d8-5 thousand years old.

You may pay 50 cp to choose your age and gender.

Discounts are 50% off.

General

Free and Mandatory (Demon & D'Orc Only) - Demonic Nature

"Well, you see, we're not actual physical or corporeal beings anymore, basically just energy patterns, thus we can't really die."

As a Demon or D'Orc, you have several inherent powers. You can, at a cost of concentration, shapeshift. You are stronger, more durable, and highly resistant to heat. You no longer need to breathe, heal very quickly, and do not require sleep. Your senses are better in general. As you are made of mana, you no longer need to eat, and anything you do eat is converted entirely into mana. Around you, people naturally speak Universal. Unless an effort is made to not speak their most fluent language, all people are understood.

As a downside, should you find yourself in a low mana area, you will need to sleep regularly, and your wounds will heal more slowly. Being entirely drained of mana and being dealt a mortal wound will kill you.

In the normal course of events, a demon who is vanquished without being drained of mana is banished to the Abyss. As a jumper, this banishment only works in this jump. In future jumps, companions who die while in a demon alt-form, as well as converted demons, will be banished to hell, or if it does not exist, an empty version of the Abyss. Should they fail to escape or be rescued, companions will return after two weeks as normal.

Demons start as Greater Demons and are generally around 11' tall or larger, with goat legs, cloven hooves, and wings. Outside of those guidelines, you may choose the particulars of your form.

A D'Orc's form is that of a larger orc. With wings.

This counts as an alt-form after this jump.

Drop In

100 cp - Same Old Story (Free for Drop-In)

"And that this sixteen-year-old, newly arrived greater demon beat me in combat that was rigged in my favor, stole mana from my god, reversed a very powerful artifact and abducted me?" Talarius finished.

"Yes," Tom said wearily. "We have both been together for everything else, so you do not have to repeat our shared history. I agree to it all."

You only need to tell someone once. Be it a warning, a story, or a lecture, when you speak people will retain near eidetic recall of your words. Reminding them will trigger the memory and save you the trouble of repeating yourself.

100 cp - The Finest Things (Free for Drop-In)

"My dear! What impeccable taste you have! Here I had hoped for some simple table wine, and you bring a masterpiece."

Wherever you go, you have an instinct for finding foods you would enjoy. No longer do you need to try every dish to know if you would like it, nor would you skip something wonderful that, at first glance, appears awful. With a directory and a glance you can find the hidden jewels of dining in your area.

200 cp - Rolling with the Punches

"A sixteen-year-old newly enslaved demon five weeks ago?" Antefalken stared at Tom in shock. "How is that possible?"

It is when things are most hectic that you excel. Unrelenting pressure just makes you stronger. As weeks and months pass without time to fully unwind, your reflexes, strength, speed, and mental clarity all increase. This builds quickly over a few days of non-stop action and then slows into diminishing returns. You receive a small boost after reaching full rest and relaxation proportional to how long you went without.

200 cp - Immortal Existential Dread

"It also explains why, once Doom shut down and the D'Orcs no longer got tired, and many stopped sleeping, so many of them gave up the will to live. It was this immortal existential dread!"

No matter how long you live, you will still appreciate the small joys in life. Seeing the patterns in culture and society does not lessen your appreciation for them. Repetition does not dull the excitement of opening a book for the first time. A well cooked meal is still thoroughly enjoyed even after years of the same. Loves and friendships continue to be worth the effort even after you have seen so many wither and fade. As you continue to mature, your appreciation for the common and overlooked only grows stronger.

400 cp - Show, Don't Tell

"Well, watching you do it through that link thing was what did the trick. Once I could sort of 'feel' you do your own change, it gave me a place to start."

When teaching magic, you can now link with your student and show them how it's done from the inside. They will see every aspect of the casting process, both mystical and mundane. As a student, you can initiate the link and watch how your teacher does it. Teaching and learning the basics of any spell or discipline goes 10 times faster using this method. Once you progress beyond the basics, this technique is no longer useful.

400 cp - Denubian Craftmanship™

"Denubian Craftmanship™ is well known; they are some of the best builders and engineers in the universe. If they can Denubaform™ an entire planet in seven days, what's a little fortress in the Abyss?"

You are now well versed in Denubian Craftmanship™. Denubian Craftmanship™ training includes the construction of non-euclidian spaces, reduced supply costs, and zero waste. The larger the project, the less time it takes. A house sized project would take a quarter of the usual time to build, while terraforming a planet could be done up to 25 times faster than normal.

600 cp - Long Arm of the Law

"...Warrant is further comprehensive over previously issued, longstanding Warrant 31234556 regarding the Judicial Prosecution of one Asmeth the Pirate and the villainous crew of Asmeth's vessel, as well as Inquisitorial Warrant I1432179 regarding the theft of Oorstemothian Artifacts..."

Justice often takes a back seat to practicality. Pursuing shoplifters across state lines is not time-effective for the greater judicial system. Now, when you choose, you can rouse the full weight of the offended government against your enemies. Any violation of the law, no matter how petty or insignificant, will be enough to send in ever-escalating teams of local, state, and federal forces without regard for borders or jurisdiction. Conversely, judicial systems find it to be far too much trouble to hunt you down. They will make, at best, a token effort to find and punish you for any misdeeds. Expect minimum fines and leniency at every turn.

600 cp - Get Out and Push

"A prophecy requires a deity or similar higher power to see the prophecy through," Sentir finished. "But what god is there for demons? Not to be rude, but you are a rather godless lot."

When a sufficiently known prophecy is in play, you have the uncanny ability to guide it to fruition. Simply being near the people or places involved will result in unlikely coincidences that further the likelihood of the prophecy coming true. Actually putting a hand in and pushing the prophecy forward is likely to set off a handful of minor miracles. The more you affect the prophecy, the less likely you are to be tied to it...after all, who could have seen that coming?

Wizard

100 cp - Semantics (Free for Wizard)
"Your task is complete...master."
"Obviously...you moronic imbecile of a demon. Look at what you've done to my castle! Get out of here! Return to your damnable hell, till I summon you again."
Your orders are phrased in such a way they may not be misinterpreted. It may take a little longer, but a few caveats and codicils can prevent future disasters.

100 cp - Credit Where Credit's Due (Free for Wizard)
"The huge ritual the Council is doing this morning to evict all the demons. You were sent a missive from Gandros. The rest have been working all night getting ready and they sent me to get you when you still hadn't shown up."
Damien shook his head. "What rest? The entire council?"
Managing large teams to perform magical feats is no problem for you. Under your leadership groups who have never worked together before can seamlessly integrate to cast large scale rituals. The best part is, when all is said and done, you can claim credit for all the work, and people will believe you.

200 cp - Wizardry (First Purchase Free for Wizard, Additional Purchases Discounted)
Wizardry is the science of mana manipulation.
Wizards are scientists and engineers who have codified the complex relationship between Animus and Mana into a set of rules for consistent and uniform behavior.
For each purchase, you gain four years training in one School of Wizardry (See Notes). It would take approximately ten years of study for each Discipline to reach Mastery.

400 cp - Technosorcery
"Are you saying he used a nuclear weapon on his enemy?"
"If that's what you call it. It figures that a fiend from the depths would know of such destructive things."
You are adept at converting your scientific knowledge into magical effects. As long as you understand the principles involved, you can translate science into magic.

400 cp - Good Accursed Master
"'Cause I'm not going to let you hurt him," said the little demon.
Apparently, the little demon considered Tom a serious threat to his master and was quite intent on defending the man. A rather strange thought, actually, Tom decided, why would a demon want to protect its accursed master?
You have the loyalty of your slaves. Even should you bind them to your will and order them around, as long as do not abuse your slaves, they will not turn against you.

600 cp - Magical Innovator

"We had Alexandros Mien and then myself, and Jehenna is no slouch… if you add in Exador as a match for me, you have to ask how so many great minds could be alive at the same time! It defies probability!"

Some call you a Magical Prodigy, the reality is you are just really good at innovation. You can quickly absorb magical texts and manuscripts, then add your own flourishes and tricks without effort. With effort, you will always be at the top of the magical field, making things no one has dreamed of, or had thought possible. Research and development leading to new magic and magical effects is three times as fast.

600 cp - Demon Rebirth Ritual

"Face it Tom, he told himself, what are you bitching about? It was every guy's dream come true. Superhuman powers, flight, super strength, invulnerability, telescopic vision, trans-dimensional hearing, energy bolts, shape changing, dimension hopping. What comic book hero could ever do all that?"

You know the dark secret behind demons. They were human once. With a sufficient supply of mana and the proper tools, you can rend a person's soul from their body and bind it to a mana construct. People who are bound into such a mana construct benefit from **Demonic Nature**. Enslavement is entirely optional. Attempting to bind someone to a new form with insufficient mana can lead to suboptimal results.

Demon

100 cp - Bound to Fail (Free for Demon)

Almost casually its right claw came up and slid the ring off her finger. How! How could it do such a thing? Then it did something it never should have been able to do. It squished the ring between its fingers, like a clay ring. Jenn then did something she'd never done before. She fainted.

Efforts to bind or harm you through your true name are cursed with particular ill luck. Perhaps they will mishear the name in the first place, or their pronunciation will be wrong. It's possible they will choke on a fly during a vital ritual phrase. Regardless, luck is on your side as long as they are using your true name.

100 cp - Animagic (First Purchase Free for Demon, Additional Purchases Discounted)

"With the exception of hermetic druids, other mana wielders are, by and large, spell casters. In other words, they use rituals, pronouncements, incantations, etc. as well-defined vehicles of mana transport. Animages, on the other hand, do nothing of the sort. What animages do is to manipulate mana using their own personal animus. In other words, they bypass the traditional frameworks and achieve spell-like effects solely by force of concentration and will."

For each purchase, you gain instinctive knowledge of one Animagic Discipline (See Notes). It would take approximately ten years of study for each Discipline to reach Mastery.

200 cp - Uncomfortable Truths

However, did we not just learn, and verified as far as we could, that he actually was a human from a distant world that had been summoned and turned into a demon? Ruiden asked.
Yes, but there is a big difference between knowing something theoretical, or distant, and it is another to have to face that uncomfortable fact directly, Talarius complained.
With some perseverance, you can convince someone of a truth. This requires you to tell no discernable lies, and to visit them periodically. You are not required to preach at them during this time, but the more you are around, the sooner they will realize the truth. A deeply held conviction could be overturned in a week of constant company.

400 cp - Shapeshifting

"What? Are you saying his clothing was part of his body or something?"
"Of course. You haven't noticed that I always wear the same clothes and they are always clean and never get damaged?"
Shapeshifting is natural to you. You can shapeshift into any humanoid form with clothing to match. It requires no concentration to maintain the shape. Demons and D'Orcs can shapeshift into any form with less mass than their largest form.

400 cp - Cross Dimensional Perception

"A voice was chanting a summons. Tom felt no compulsion however, the summons wasn't for him, but for some other. It was also a weak summons. Tom felt that even if it had been for him, he could easily have resisted it. Nonetheless, Tom concentrated on the summons, focused his will upon it, his very being."
You have a knack for listening and finding connections between dimensions. Open summonings are just the beginning for you. Recent passages, conversations, and eventually even passive scryings will be detectable for you. Using this to tune your scryings or travels becomes second nature.

600 cp - Potential

"You can smell the Mana just dripping off him! It's like butta!"
You got an extra scoop of mana when they summoned you. Your potential is far beyond your form, leading some people to question if you aren't an older demon in disguise. With the tools and knowledge, you could rival Lilith, the mother of demons.

600 cp - Quite Brilliant

"Regardless of what some may think of them, they rose from newly summoned demons to archdemons in only a few thousand years, possibly less."

For demons who chose this perk, your age changes. You are now a 2000 year old demon, and you have climbed the ranks to Arch-Demon. You gain savant-like abilities in subterfuge and deception. Your plans reach decades into the future, and your ability to command is likewise increased. You've put most of this to work gaining power without the enemies that are usually attached to such advancement. You receive a moderate magical boost and mastery of all Wizardry and Animagic you have purchased.

D'Orc

Free (D'Orc Only) - Fighting and...

"Well," Gastropé interrupted, "according to the alvar, the D'Orcs are supposed to be the most fearsome warriors in the multiverse, Knights of Chaos excepted, apparently."

You've spent thousands of years fighting and training alongside your peers, who have done the same. Choose one ranged and one melee type of weapon. You have reached far beyond simple mastery in those two weapons. You are a battle-hardened veteran with an unparalleled grasp of unit tactics.

Free (D'Orc Only) - Fornicating

"Actually, that is something I am curious about. I note that these suites have bedrooms, and the barracks have beds, even though demons don't generally need to sleep," Tom noted.
Zelda smiled. "Well, beds are useful to make babies."

Besides battle and training, there is little to do in the Abyss. Not to mention the raids that continually deplete your numbers. You have become really good at sex. No, I mean ***Really Good***. Good enough to give a succubus a run for her money.

200 cp - Relaxation Therapy

"Of course, since the fall of Doom, she's been limited to mostly massages, teaching yoga and Pilates classes and, of course, recreational and therapeutic torture."

In your hands, anyone will be reduced to a quivering pile of jelly. You know everything there is to know about inducing and guiding people through relaxation techniques. One person's method of relaxation might greatly differ from another's. That's not a problem for you, you know every method.

400 cp - Last D'Orc Standing

"Wait, you said they didn't regenerate? Why not?"

"There are multiple reasons. In some cases, the individual's body requires so much repair that the individual cannot summon the mana to bring everything back together, or at least do so in a reasonable number of years; they then give up and let themselves go."

You never give up. Your willpower stands strong even after thousands of years of battle and suffering. When all others fall, you will be the last left standing.

400 cp - Deceiver Deceived

"If they have agreed to remove their sky patrols around Jötunnhenj, that means there are troops elsewhere in our realm that he is not withdrawing. If he were to say that he was removing all sky patrols from our realm, that would mean he was leaving ground troops, or other forces that he can conveniently claim are not sky patrols."

Your time in the field has allowed you to see through deception. On the battlefield this means seeing through feints and false information. At the negotiation table it means cutting through the bullshit to get at the heart of the problem. Your extreme competence in foiling deception in all its aspects will invariably lead others to cover hidden approaches or underhanded tactics, opening the way for devastating direct attacks. This effect applies wherever deceit is found.

600 cp - Godly Crafting

"You are thinking that this place was dead while Doom slept. I am saying it was not completely dead. This is the Abyss. Fire is not in short supply here, nor are noxious combustible gases for forging and welding. My forges have not all been quiescent for millennia. Most, yes. But not all."

An apprentice to Völund and Hephaestus, you have learned to craft like the gods. The great swords Excalibur, Durandal, and Gram are not out of your reach. Prisons that can hold gods, mountains that create mana, and World Gates that can bypass any distance and dimension are possible with time, effort, and resources.

600 cp - Unlife Inoculation

However, over thousands of years, the orc clans there had been able to adapt, creating through very risky trial and error, a genetic vaccine against the Unlife.

You are immune to the Unlife. You need no longer fear the contagions and effects of the dead and undead. Death spells have no effect on you. As a consequence of the inoculation, you also receive a moderate boost to your magical potential.

Items

Jumpers receive a 300 cp stipend limited to items

50cp - Gemstones

Enough gems to keep you in relative luxury for 3 months. Multiple purchases allowed.

50 cp - Denubian Choco-Coffee™

The premier drink of the Abyss, Denubian Choco-Coffee™ is a mixture of chocolate, coffee, hard liquor, and a mysterious patented formula that ensures even demons can enjoy the full flavor and benefits of all ingredients. Comes in an extra large thermos that refills daily. Not safe for human consumption.

50 cp - Beta Demon (Free for Wizard)
A small imp-like demon, the beta demon comfortably rests on your shoulder whispering details of how things were meant to be. It will graciously point out any inconsistencies with the original Demons of Astlan timeline. Comes with a copy of the book series. Not sapient.

50 cp - Glargh
The go-to drink for orcs, Glargh is treasured as a means of getting drunk. Comes in an ever-full cask. Glargh can be upgraded to X-Glargh for no cost. X-Glargh is REALLY not safe for human consumption.

100 cp - Demon Weed (Free with **Demon Rebirth Ritual**)
Used just like regular weed, demon weed is used mostly as a tool for astral projection. Too much demon weed will send you straight to the far side of the multiverse's astral plane. With a simple expenditure of will, you can summon a pipe and four kilos of demon weed. Comes with an excellent cookie recipe.

100 cp - Wine Locker
This wine locker can hold an infinite number of wine bottles. Wine held in the locker ages at 100x speed. Wine is guaranteed not to go sour. You can summon wine bottles from this locker to your hand.

200 cp - Plasma Rifle
A standard issue plasma rifle. This weapon is one of the mainstays of the D'Orc army. Comes with two magazines (50 shots each). Ammo replenishes weekly.

200 cp - Holy Mirror of Erastimus
It appears to be a fair sized hand mirror with a large diamond embedded on the back of it's finely wrought silver frame. When held between yourself and your target, it will indicate the presence of any demonic influence or demons. Works at long ranges, demon strength is indicated by a red-violet spectrum.

300 cp - Lightsaber
A standard issue lightsaber. Useful for cutting demons into tiny pieces. You may customize your lightsaber to any color. The lightsaber has dual blades if you wish.

300 cp - Portable Gravity Cannon

A one demon portable cannon, this weapon requires more time to aim than a conventional rifle. However, it greatly makes up for it with increased range, projectile speed, and damage. It harnesses the force of gravity to crush a target. The portable gravity cannon makes an effective anti-ship weapon.

400 cp - Ruiden
A sentient sword forged by Hephaestus himself. This sword is supernaturally sharp, extra effective against demons, and unbreakable. It is capable of telepathic communication, and can take a sword golem form at will. Ruiden can guide your blows for maximum effect. Counts as a companion. A sword can be imported to this item.

400 cp - Excrathadorus Mortis
Also known as The Holy Dagger of Tiernon, this dagger is able to instantly and permanently slay any demon short of a god. Optionally, you may have the reversed version that slays the dead and undead. For an extra 200 cp you can have both.

500 cp - The Inferno
This nuclear submarine sized flying ship is equipped with a gravity engine capable of reaching speeds of 250mph. It is capable of trans-dimensional travel with it's vortex manipulation engine. It has shields, sensors, and weapons, all meant to ensure it survives the rigors of pursuing extra-dimensional justice, even to the depths of the Abyss. If lost, The Inferno respawns in 2 weeks.

500 cp - World Gate Schematics
No, not a Star Gate, Star Gates are much simpler technology. A World Gate can go anywhere in the multiverse where another World Gate is. A World Gate can connect to a Star Gate of course, but it has to supply the power to keep the link open.
These simplified schematics show you how to build a fully functional World Gate and keep it powered indefinitely.

600 cp - Wand of Orcus and Mount Doom
This item offers The Wand of Orcus. Touching the wand to the ground in an empty area will result in a volcano erupting in that spot. Over the course of a week, the volcano will turn into a fully furnished mountain complete with high tech defenses and living quarters. Some of the features of Mount Doom include a World Gate room, a temple of doom, and a library, books not included.
The true power of Mount Doom comes from it's mana creation. When sufficient mana is flowing through the complex, the four elements will combine. Fire, the lava, earth, the mountain, water, a perpetual rain on top of the mountain, and wind, the air that flows throughout the complex. Should you have people living in the mountain, the fifth element, spirit, will combine with all others to produce mana. Runes throughout the mountian control all aspects of the mana generation and storage, allowing you to draw

from the mountain through the Wand of Orcus. The mountain will even let you connect to the elemental planes, giving you a large boost to your elemental magics.

600 cp - Tartarus (Discount **Wand of Orcus and Mount Doom**)
An underground facility, Tartarus is capable of holding even greater gods. The prison runs on complex dimensional science, and therefor has an AII (Artificial Intelligence Interface) that is capable of teaching you what you need to know to run the prison. Prisoners are kept in an artificial stasis and subjected to dreams of your devising. Should a prisoner wake and threaten the integrity of the prison, you are capable of expelling the prisoner to ensure smooth operations.
Any prisoners that remain in Tartarus after a jump ends are put in permanent stasis, unable to be woken until after your jumpchain ends. When taken with Wand of Orcus and Mount Doom, Mount Doom will be filled with flowing gold, silver, and caverns full of every type of gem. This is a for-profit prison.

Companions

50 cp - Import Companions
For each 50 cp you spend, you may import one companion, up to 8. Each companion has 600 cp to spend on origins, perks, and items. You may also create new companions using this option. Companions cannot buy Wand of Orcus and Mount Doom, or Tartarus. Companions do not receive the item stipend.

300 cp - Canon Companion
For each 300 cp you may try to convince one canon character to come with you of their own free will. Please note that the Gods power pools do not follow them, nor do their worshipers. Multiversal characters outside of the scope of the books are not eligible.

Drawbacks

You may select 600 CP worth of Drawbacks

+100 cp - Demon Riddles
Those dastardly demons are always speaking nonsense or riddles! You find it hard to understand a word they are saying, even when you are speaking the same language. Should you be a demon, this is how mortals will react to you.

+100 cp - Jenn
You are saddled with Jenn. She cannot conceive of a world where demons are not evil incarnate, and will pester you about either being evil, or consorting with evil...whether you have or not. She just won't die, and she always finds her way back to you.

+200 cp - Trademark Complaint
You've been heard referring to the Denubian company's products without the ™. Complaints have been filed, and papers are going to be served. Failure to comply with proper procedure in this matter will result in escalation. Even should you resolve the matter amicably, you will inevitably slip up and be caught violating the trademark again. You can expect a lot of lengthy lawyerly visits.

+200 cp - Addicted
You are addicted to demon weed. This will result in you being high most of the time, even in combat. You will be given the bare minimum to feed your habit, leading to you always wanting more. You could always buy some here, but the demon Tizzy is the only known supplier in the multiverse.

+300 cp (Demon and D'Orc only) - No Free Rides
You no longer dissipate back to the Abyss when killed. Mortal wounds are just that.

+300 cp (Drop In and Wizard Only) - Abyssal Start
Instead of starting at Freehold or in school, you start in the Abyss. A demon summoning went wrong, and you got dragged through into The Courts. You could run away, but it's only the cooling charms that keep the interior temperature below boiling.

+400 cp - Broken the Balance
As a demon, you've broken the balance by invading the heavenly realms. Both sides are now out to kill you.
As a human, the Oorstemothians believe you have broken a law for which the sentence is death. Their air fleets are on the move and no matter how far you run, they will catch up. The more of a threat they perceive you to be, the more they will escalate.

Closing

You made it! Did Tom take up the mantle? Were Lilith and Sentir Fallon suitably punished for their misdeeds? Well, it hardly matters now. Time to make a choice.

Go Home
You've had enough? Well, I'm sorry to see you go, but I hope you enjoy everything you've gained.

Stay Here
You could do worse. There's an infinite multiverse out there waiting to be explored. No more restrictions, it's all on you now.

Move On
Ahh...I expected as much. Remember your time here and take heed of the lessons you learned. I suspect they will aid you in your coming trials.

Notes

Animus is synonymous with life force.

Necromancy is thoroughly illegal throughout the Astlan localverse. It uses Antimus, the opposite of Animus, and is incompatible with life as we know it. **You cannot buy Necromancy or Necromastery.** If you manage to survive an encounter with the forces of chaos and find a teacher, you may learn it during your time here.

Dimensional travel is restricted to the local multiverse. Perhaps you'll run into The Doctor or a Warhammer 40k universe in the far reaches of the multiverse. In any event, these are not the universes you know or may have visited. Even post jump, dimensional travel will be restricted to your jump's multiverse, not the omniverse in general. This restriction is lifted post spark.

There are 7 Schools of Wizardry

Sorcerer: Element of Water. Sorcery is the magic of information and scrying from a distance. Sorcery also deals with any spells using water and liquids.
Enchanter: Element of Air. Enchantment is the magic of illusions and charms, of beguiling the mind. Enchanters also specialize in any spells involving air and gases.

Thaumaturgist: Element of Earth. Thaumaturgist deal with spells of a physical and earthly nature, healing, mending and spells dealing with the ground and earth itself.

Pyromancer: Element of Fire. Pyromancy is the magic of fire, light and energy. Usually spells of a destructive nature, pyromancers channel fire and light.

Conjuror: Element of Spirit. Spirit is animus, the element of life. Conjurers deal with spells that summon beings both magical and mundane. They also use spells that directly affect the spirit or soul of a living creature. While conjurors conjure animals and spirits, they are most known/feared for conjuring demons.

Runic Wizardry: Runic wizards are not associated with any particular element, but rather they work through runes and symbols inscribed upon things to channel the forces of the elements, thus they are neutral in their ability with respect to all elemental spells, but by channeling these spells through runes they may gain great benefits.

Necromancy: Necromancy is a hybridization (some say abomination) of Conjury and Thaumaturgy. It combines Earth Magic and Spirit Magic to do vile and unspeakable things, such as animate the dead, control and converse with undead creatures and even occasionally do what only priests can do, bring the dead back to life (this is only done rarely, since it usually is contradictory to the nature of the Necromancer, unless he/she intends to try and enslave the one brought back). Necromancy is illegal.

There are 21 Animagic Disciplines

Aeromastery is the discipline of manipulating the element of Air. Thus, aeromastery involves the manipulation of the air and gases. Winds, vacuum, breathing, gases and clouds all lie within its realm. Great masters of the air can summon huge winds and tornadoes, and combined with Aquamastery and Electromastery great storms can be summoned. Aeromasters can also affect the local atmosphere to disperse or induce poison gases and to create vacuums. Aeromastery combined with body mastery can allow an individual to become lighter than air and to rise above the clouds in flight

Animastery is the direct manipulation of animus. This discipline allows the user directly to manipulate animus in much the same way one might manipulate an element.

Aquamastery is the discipline of controlling liquids. All liquids can be controlled, in a manner similar to that of gases in Aeromastery

Astramastery is actually a slightly misleading term. On first examination, it might appear to solely be the study of the Astral Plane, but in reality, it is a whole lot more. Actually, astramastery is a catch-all category for skills relating to out-of-body travel. As such, it often incorporates tidbits from other disciplines. This is seen in the prerequisites for some of the effects.
It should also be noted that Astral and out-of-body travel for animages is much more primitive yet more flexible than for most other professions. Animages project their spirits from their bodies (forming a silver cord in the process) and then must form a 'spirit' or Anima Body to hold their animus together. At this point, they move around freely just as any out-of-body individual within the Planes of Man. If they wish to then travel to the Astral Plane they must create an Astral Tunnel.

Body Mastery is the study and understanding of how to control and assist the functions of one's own body. Originally, this discipline was used for manipulating the practitioner's own body, but knowledge of one's own body can be extremely useful when working with others', especially for healing. Thus, this discipline can also be used on others at higher skill levels. For use on others, Link Mastery is usually required.

Cell Mastery is the study of living cells. It is also the study of flesh and the body. Cell Mastery can be used to study and examine the cell structure and the interrelations of cells within the body. If Link Mastery is known and a link established to a target, any of these effects can be used on the target of the link.

Clairomastery is the study of extending one's senses beyond the normal. In its simplest form, it allows for extended mundane senses. At high skill levels, the clairomaster can

see into other realms and places, and used with Prescience Mastery and Temporamastery it can be used to see through the very veils of time.

Electromastery is a specialized study of the element of Fire. Electricity is actually an aspect of Fire, but its use has been studied intently and has actually become a separate discipline from pyromastery.

Geomastery is the study of the manipulation of the Element of Earth. In addition to soil, minerals, and other things of the earth, gravity is also under the jurisdiction of Geomastery.

Kinetomastery is the study of motion at a distance. It is the study of all things involving movement, including that which is usually called telekinesis or psychokinesis.

Link Mastery is the study of animus and mana links. Link Mastery is fundamental to many animage disciplines, as it is that which allows an animage to contact another being for healing, mind reading or any number of other activities. While the specific effects of Link Mastery are not spectacular, they are critical in the function of most major animage disciplines.
In the case of living beings, these links are animus or mana cords between the individuals. In the case of objects, small amounts of animus or mana are attached to the object (see Object Mastery) and a link is then formed. Animage mana links are identical to the links used by wizards in bindings and object links. Animus links are usually the sorts of links used by clerics, such as in the Wedding Ceremony. The silver cord seen by out-of-body travelers is an example of a very strong animus link.

Mana Mastery is similar to Animastery in that it is the study of the manipulation of true mana. This discipline deals with the channeling and controlling of mana in its raw form.

Multimastery is a discipline unlike all the others. For very experienced animages, it is perhaps the most useful discipline there is, opening a whole new realm of possibilities. For less experienced animages, however, it can be of limited use in the game of survival.
Multimastery is the science of combing multiple disciplines into a single effect. The use of Multimastery allows a practitioner to produce a single effect that draws on parts of multiple disciplines that the user already knows. The limits of Multimastery are few, the possibilities limited only by the animage's cleverness and imagination, and willpower.

Object Mastery is the science of attaching mana and animus to inanimate objects. It is actually a rather tricky discipline since inanimate objects have no animus and usually little mana. In general, this task is made easier if the objects to undergo the effects of this discipline are of the finest construction possible.

Prescience Mastery is the study of the unknown. It is an outgrowth of Clairomastery focusing on seeing into other places and events unknown to the user.

Pyromastery is the study of the element of Fire in its aspects of fire, light, and heat.

Spatiomastery is the study of space and the various dimensions. In its simplest form, it allows the user to have a very good sense of direction. At higher levels the user can literally slip through space in ways beyond those of normal translational motion by creating folds in the fabric of reality.

Summastery is the discipline of summoning creatures or beings from afar. It usually requires some form of Link

Perhaps the most well-known and feared of all disciplines by outsiders, Telemastery is the science of the mind. It is the discipline that allows skilled animages to read the very minds of other individuals.

Temporamastery is the manipulation of time and an individual's perception of time. Actually, since time itself is extremely hard to manipulate, it is often the perception that is easier to affect. It is also a hard discipline to learn, as very few masters still exist. Only the Time Warriors were ever true masters and they seem to have all died. Thus, learning this skill can be difficult.

Necromastery is illegal. There is little information available and no teachers to take on students.

On power levels:

Lesser wizards are seen tossing lightning bolts around, and levitating a ship’s mast.

Master wizards can call down meteors, set up wards that will trap teleporters in permanent time stasis, banish thousands of demons with wards, and set off small nuclear explosions. They can also summon clouds of disintegration that work equally well against everything, friend or foe, alive or undead.

Animasters have been seen to shift into their element, set entire ships ablaze, and heal. Typically Wizards have a finer degree of control and Animasters have more power.

Demons vary greatly, with Fiends being the most common and are far above a skilled human fighter, Greater Demons being on par with a Paladin(Knight empowered by God), and Arch-Demons being on par with a Knight Rampant (Greater Paladin).

Tempromasters have not been seen to do anything truly impressive like stop or reverse time.

On Shapeshifting:
Both Demons and D'Orcs can shapeshift (clothes included) without the perk, but it is very mentally draining without signifigant training. Early on you can be "shocked" out of your shapeshift and back into your normal form.

Thanks to /jc/ and SB for the feedback.

Changelog:
1.1 Grammar, Formatting
Fixed inconsistent pricing text for Animagic.
Changed Beta Demon to Free for Wizard, clarified it is limited to this jump, and changed demonic transcription to a straight copy of the book series.
1.1b Clarified Demonic Nature and added shapeshifting note