Circle of Magic Jump

By SJ-Chan & others

V. 1.2

Welcome to the world of the Circle of Magic, a world where there is magic in everything, where every crafting skill possesses the potential link to some greater power than the merely creative. In this world, Ambient Mages draw power from the world around them, be they Weather Mages, Plant Mages, Thread Mages, or Smith Mages. This magic flows from the world into the mage, and the mage shapes it then releases it back into the world, a circle. Though each different Ambient Magic is strong in some areas, weaker in others, none has any hard and fast limitations. What one Ambient Mage can do working with Wood, another might do in Glass or Stone or Paint or Dance. The only hard and fast limits on an Ambient Mage's power are their creativity and endurance, for the working of magic is draining in the extreme.

And of course, firm control over one's emotions is vital, since the forces associated with each Ambient Magic type will gather around their chosen worker and respond to their emotions. A Stone Mage full of anger can cause earthquakes or volcanic eruptions, a Weather Mage summon gales or storms, and a Plant Mage… best not to think about such things.

This is a world of wonder and danger, of magic and politics, and of traditions older than any memory. To make your stay here more interesting, it is the Will of the Empress that you be given **1000 Circle Points**. Spend them wisely.

==== LOCATION ====

Roll 1d8 for location, or pay 50 to choose.

1. Sotat
2. Capchen
3. Namorn
4. Yanjing
5. Gyongxe
6. Battle Islands
7. Emelan
8. Free Pick

==== ORIGINS ====

Your age is 9+1d4 unless you are an Academic Mage, in which case your age is 10+6d8. Your sex is whatever you like. You can pay 50 to select your age.

Academic Mage (Possible Drop-In) [0]: You find yourself standing on the road outside the local Living Circle Temple. If you want, you may have a history in this world, family,

friends, etc… or you may simply drop-in, with no memory of how you gained your magical education or knowledge of where you are. If you are a Drop-In, you gain a heavily accented knowledge of the local language, but most areas of this world have their own tongues.

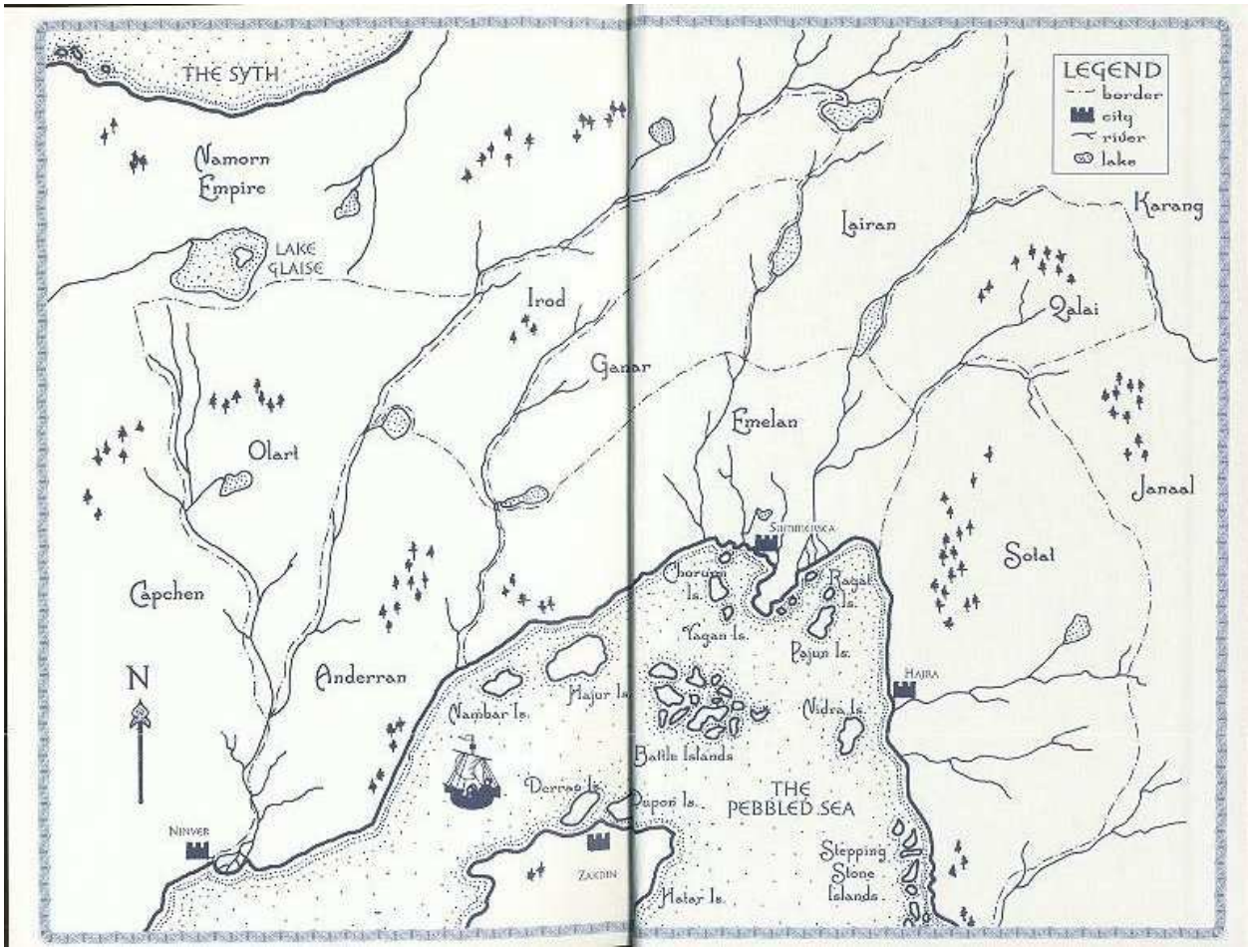
Circle Novice (Possible Drop-In) [0]: You find yourself taken in by the local Living Circle Temple. This can either be a Drop-In or not, but either way, you are welcomed by the Dedicates of the Living Circle and offered a home and education, both religious and magical. If you are a Drop-In, you may begin with only a rough knowledge of the local language, but the Temple will be more than willing to help you learn.

Namornese Noble [100]: Born to one of the (white) ruling families of the Namorn Empire, your life is one of wealth and privilege. You have known little in the way of hardship and are used to getting your own way. Thanks to the best education money can buy, you know the Common Tongue of the Summersea, Namornese, and any one other language, including Trader Talk or Street Cant if you desire. You must take the drawback, “Namornese Politics”.

Trader [+100]: Born to one of the travelling clans of the black-skinned Tsaha people, you have never known a permanent home, nor conversed very often with someone not of your own kind. Your people have traditions for everything. You must take the drawback, “Hated Traders”. You know both Trader Talk and the Common Tongue of the Summersea.

Hajran Street Rat [+200]: Born to a life on the streets of the capital of Sotat, you are a dusky skinned youth, born in poverty and raised to a life of crime. You know Trader Talk, Street Cant, and the Common Tongue of the Summersea. You must take the drawback, “Two X’s”.

Merchant of Ninver [50]: Born into one of the many rival (white) Merchant houses of the capital of Capchen, your family are opinionated, money grubbing, and prejudiced to a fault. Your family treated you like a servant until they discovered you had magic… at which point they could not wait to be rid of you… maybe if you make something of yourself they’ll take you back. You know the Common Tongue of the Summersea. You must take the drawback, “Body Politics”



==== PERKS ====

Each perk is discounted for the relevant Background. Only perks marked free are free.

General

Academic Magic [400] (Free to Academic Mages): The practice of using magic in known and precise ways usually through the expenditure of energy within the self and the use of external catalysts to shape and control it to a given end. As the ability is an innate part of the user, it is very easy to detect at young age and such mages usually start training very early. Academic mages must work hard to build up their internal reserves of magic and be diligent in ensuring that all of this energy is used in as an efficient and precise way as possible. Academic mages are generally more versatile in their magic than ambient mages but tend to be less powerful since they cannot draw upon ambient sources of power.

Academic mages may choose to specialize their learning to improve efficiency and increase their skill but this is a personal choice as they do not possess the natural

affinities to one form of magic or another as ambient mages do. Some may not choose to specialize at all. Specializations include but are not limited to;

- **Vision**: Vision mages focus their magic on the act of discernment, interpretation of information and the gathering thereof. They tend to use magic to strengthen their eyes allowing them to see more clearly or in low light. They may instead choose to use their magic to view things that are far away or that are difficult to discern. It is said that the greatest among them may even see into the distant past or the near future
- **Curse-weaving**: The act of causing harm through magic, whether it be by causing a persistent ailment, a confounding of the senses or any one of a number of unpleasant things with varying lethality and duration. Curse weavers are popular with people who hold a grudge.
- **Protective**: Using magic to protect from harm is a common and well chosen choice. Whether it be charms to ward off diseases, gird against misfortune, turn away curses or even create barriers of raw mystical force, protective mages are always in high demand.
- **Raw Elements**: Academic mages who choose to practice elemental magic usually focus on one of the classical aristotelian elements; air, earth, fire or water. From there they focus on manipulating the element to various degrees but usually do so in subtle ways. In particular wards which prevent fire damage, sustain homes during earthquakes or prevent flooding are highly sought after and incorporated into most homes that can afford them. Some may choose to take this raw power in a more offensive route, turning it against others as a weapon of war, or using it to augment existing weapons such as Boom Stones or the dispersal of poisons.
- **Stone**: Of the academic elemental mages, stone mages in particular focus on the variety of natural types of stones and may apply a number of wards and protections to appropriate types of stone increasing the spell's effectiveness.
- **Shadow**: The manipulation of shadows and darkness. At its simplest level it may involve moving light such that it does not reach as much of a given point as it should, forming a shadow or area of darkness. They are especially good at obfuscating or hiding things and making it difficult to be scried on by other mages. At high levels, shadow mages may shape their shadows with magic to be so real that they imitate the forms of true objects, perhaps even creating shadows of flame that actually heat a room.

Ambient Magic [400] (Free to all besides Academic Mages): Ambient magic takes different forms depending on the mage and the craft he or she performs. Each Ambient Magic is considered linked to a specific one of the four elements. There are a multitude of different forms of ambient magic, each linked to ages old traditions such as (but not limited to) cooking, dancing, smithing, weaving, animal tending, sailing, building, gardening, farming, and scribing; or to powerful natural forces, such as fire, wind, weather, and so on.

- **Thread:** A form of Earth Magic, it allows the manipulation and enhancement of thread, cloth, and other tools of the weaver or sewer's trade. It is practiced by Sandry and Dedicate Lark. Stitch Witches can enchant bandages to heal wounds, broider veils to hide identities, make clothes that protect like armor or ward away fire, and sew good luck or love charms.
- **Green:** A form of Earth Magic, it allows the manipulation of plants and products made from them, medicine making and magical improvement of existing (plant-based) medicines. It is practiced by Briar, Dedicate Rosethorn, and First Dedicate Crane (an Air Initiate). Garden Mages can enchant crops, brew medicines and poisons of supernatural potency, shape entire orchards into living charms, kill entire forests… or restore life to dead woods.
- **Smith:** A form of Fire Magic, it allows the sensing and manipulation of metals, ores, and other materials used in smithing (like coal), resistance to fire and burning metal, resistance to smoke damage to lungs, and varying levels of fire manipulation. It is practiced by Daja and Dedicate Frostpine. Not only are Smithmages immune to normal fire and being pierced by non-magical metal, they can craft supernaturally sharp blades, future scrying mirrors, and any number of charms from engraved metal or twisted wire.
- **Weather:** A form of Air Magic with multiple subsets (Lighting Mages, Wind-Seers, and Mimanders). Practitioners can both summon and dispel the weather (rain, hail, windstorms, lightning, etc.), have limited manipulation of the greater forces of nature (the tides, earthquakes, hurricanes, the heat of lava), and can hear (or rarely see) current events upon the wind. It is practiced by Tris, the most powerful weather mage in the series, by her apprentice Kethlun (who has lightning magic and is immune to it, but no other weather magics), and Zhegorz (a wind-seer who hears voices on the wind but no other weather magics). Most weather mages die before they can achieve the emotional control necessary to wield their magic. Because of the raw power of Weather Magics, subtle charms and spells are almost always beyond the Weather Mage's ability.
- **Dance:** A form of Air Magic, by harnessing the power and magic of motion, this allows it's users to create a number of transitory effects, from luring fish or thieves to invisibility to holding enemies trapped in midair. Because the power only lasts as long as the dance does, it is ill suited to enchantment. The only named Dance Mage is Pasco. Dancemages make powerful warriors and incredible performers, as their power gives them grace and physical control normal humans cannot compete with. Dance mages can attack with various elements in motion as well as snare the senses.
- **Stone:** The most common form of Earth Magic, this magic allows stone-sensing, the ability to communicate with and move stone (with permission), communication with and limited protection from volcano spirits, bringing light and heat to stones or crystals, identification of stone as well as non-stone materials similar to stone (Pearl, Coral, etc), increasing the malleability of stone, and even (in extremis) self-petrification. It is practiced

by Evvy and Jebilu Stoneslicer. Working in stone is difficult, and their ability to shape stones isn't as fine as other craft mages, but the tradeoff is that they tend to last much longer than those of others. Since stones have long memories, scrying the past is relatively easy for Stonemages.

- **Glass:** A form of Fire Magic, in which the user creates unique glass objects with magical abilities (eg. scrying orbs or tracker / warning pellets), as well as identification of glass works without sight through the piece's own knowledge of its form. It is practiced by Kethlun Warder. Glassmages can make lenses and mirrors that grant extra-sensory abilities, such as the ability to see magic or track footprints. They can also make warded or incredibly strong windows.
- **Carpentry:** A form of Earth Magic, it allows the magical shaping of wood, the identification of wood, the strengthening of processed wood, the softening of processed wood, and the sensing of weaknesses within wooden objects. It is practiced by Niamara Bancanor, Camoc Oakborn, and Arnen.
- **Cooking:** A form of Fire Magic, Chef Magic draws power from all aspects of cooking and the manipulation of fire. A Chef Mage's senses of taste and smell are incredibly precise, able to accurately judge both contents and quantities of ingredients. A Chef mage can, in defiance of that age old adage, pull some or all of an ingredient out of a dish with enough concentration. They can enhance flavors, healthiness, or even how much sustenance someone gains. They are also extremely skilled with knives. It is practiced by Jorality Bancanor, Olennika Potcracker, and Gorse.
- **Raw Elements:** The raw form of each elemental magic, these are fairly rare, except for Mimanders, Windmages of the Traders, who can bind the winds into knots. In addition to being immune to the element in all its forms, those who can call upon the Ambient magic of their element gain the relevant kinetic power (hydrokinesis, pyrokinesis, telekinesis, or the ability to shape loose sand, soil, or mud), the ability to commune with creatures of that element, and various other related abilities (scrying and communication for water, the ability to fall any distance safely for earth, temperature control for fire, etc.). Pawel Godsforge is the only named Fire Mage, and Dedicate Myrrhtide is the only named Water Mage. An air mage will find gale-force winds and extreme weather effects do no more than cool them down on a hot day. A fire mage will find they may handle the hottest of metals without fear of harming himself, and he might even meditate comfortably in a large furnace. Water mages will be able to breathe below the waves as comfortably as they do air, and will have no fear of being tossed about by strong currents. Earth mages in turn will have nothing to fear from stone thrown their way or the numerous deleterious effects that might befall someone underground.
- Although nothing is known of them, it is known that there are Ambient Mages with power over Painting, Pottery, Horses, and Birds. Rumors say there is also an Ambient Magic of Hunting, but that may be little more than legend.

Unmagic [400] or [200 and give up your native magic]: Unmagic is a rare and dangerous form of magic, the opposite of real magic, the absence of all things (light, sound, magic etc.), drawing normal magic to it and consuming it. Unmagic can eat through enchantments, can make people undetectable or intangible, and can even be used to travel long distances in a single step. Unmagic leaves traces, although they cannot be easily detected. Under normal circumstances, an Unmage will eventually, like all other things coming in contact with unmagic, be consumed by their own power. For some reason, you are immune to this effect, but using Unmagic renders you incapable of using normal magic for a period twice as long as you used the Unmagic for.

Testing [200]: You posses the ability to test others for the potential to use magic. Ambient Mages are harder to detect than those with Academic Potential, but it is still possible, if you know what you're looking for. After this jump, you will find you can still perform this test, finding those young people who possess any power you know how to use.

Sparkly Skin [200]: Somehow, you have gained the ability to change the outward signs of your ethnicity at will, skin, hair color, eye color, facial structure. You will always look like you, but you will take on the stereotypical markers of another ethnic group of your race. The process takes a night's sleep.

Academic Mages

Eyes of Power [100]: Your eyes are suffused with your magical power, granting you the ability to see magical potential in others and to project a sense of your might to any who look within. The more powerful your magical ability, the more powerful the ability to intimidate others, though you can choose to suppress this effect. With any magical or metaphysical system you are familiar with, you can gauge an individual's potential to use that form of magic, and even judge the power level of those who have unlocked their potential.

Confusing Words [200]: You are a master of the spoken word. You know how to phrase things so as to confuse the simple or inexperienced, or to say things that are strictly true without granting the listener any actual information… or even to say things that can trick the listener into spending altogether too much time going over and over what you said, trying to figure it out. You can even, with a little effort, say things that will mean little or nothing of consequence to most listeners, but will impart very specific meaning to your intended recipient.

Potioncraft [400]: The ability to mix up potions out of various biological reagents that impart magical effects. If you have a formula to follow, you'll be able to create these potions readily (though since each takes some of your magic to empower, you cannot

mass produce them). If you lack a formula, you have an understanding of how the various reagents work together and enough experience to invent your own formulae… though it may take many days or weeks of experimentation to get the formula just right. Remember to dispose of your failed potions safely and legally.

Great Mage [600]: Amongst mages there are only a handful who can call themselves "great mages." Many of them spend years or perhaps even decades reaching this level. These beings possess raw magical power and finesse that might best be described as sublime. Where normal mages might spend hours erecting a magical barrier, or weeks crafting a single item, great mages may accomplish these acts in fractions of the time. Most if not all of them represent unique knowledge or have contributed significantly to the study of magic as a result of their craft. It is likely you have discovered or will discover some unique and advanced application of your magic by dint of your skill and power.

Circle Novice

Old Patient Magic [100]: You have learned how to cast charms, wards, and protections over places that grow more and more powerful, stable, and hard to damage with age. A door you reinforced with magic a year ago will be tougher than one you reinforced a day ago, and a scrying mirror you made decades ago will be able to see further than one you made a couple years back. The growth rate may not be much, and it grows slower over time, but it does add up over decades and centuries.

Discipline [200]: Clearing your mind, controlling your mind, it serves more than once purpose. Meditation teaches self-control, you learn to govern and organize your mind. It can't hurt, and it can help.

A Life of Dedication [400]: You have dedicated your life to working with your elemental affinity and that dedication has been rewarded. You will find that it not only physically impossible for your element to harm you in any way, it is spiritually impossible as well… which is a good thing, since those who possess this ability can astrally project themselves into their chosen element, moving through storm systems or lava flows or underground rivers while leaving their physical body behind. Being pledged to a specific one of the four elements grants an increased power over that element, and a decades worth of experience to any one skill associated with that element.

Honored Above Others [600]: As long as you honor the ways and spirit of any organization you belong to, the members of that organization will treat you with the deference and respect they would for a venerable elder, even if you are newly arrived. This doesn't enforce any specific behaviour, it merely is their soul recognizing in your soul that which it would honor. The effect is more pronounced the more deeply committed to that organization's ideology, or something compatible with it. (A Buddhist would find the Living Circle very compatible, a psychopath would fit in well with pirates.)

Namornese Noble

Overlooked by the White God [100]: When disaster, cataclysm, or plague sweep the land, you will find you are strangely passed by. This doesn't make you immune to falling rocks, fire from the sky, or disease… it just means that somehow, you are protected from any effect that doesn't specifically target you. This protection is not absolute; there has to be a way you could have logically survived.

Will of the Empress [200]: The ability to make oneself utterly intractable on any one topic at a time. By firmly fixing an opinion or idea into your own mind, you can render any attempt to change your mind on that subject, by any means, magical, emotional, logical, or psychological, ineffective.

Magic Steps [400]: You possess a refined beauty, a keen sense of fashion, and an almost ethereal grace. You know almost instinctively how to pick clothing that accentuates features and attributes you want accentuated and hides those you want hidden, and to pick clothing that will be at the height of fashionability and functionality at the same time. Your movements are fluid, graceful, and, when combined with any form of dance, practically spellbinding. Your features are fine, reinforced by good bone structure, with lustrous hair (or scales or feathers) and skin and teeth that practically radiate good health and breeding.

The Magic in the Weaving (600): It is a rare mage that can treat magic as if it were a tool of craft, and rarer still one who can draw magic from others to create something yet more astounding. You are one of those mages, able to wield and weave magic as easily as a seamstress would a needle and thread, or a cook would mix ingredients in a dish. Through the donation of magical power and abilities by others, you may combine the effects and abilities to be more than the sum of their parts and produce spells and effects that would be impossible if any one of the participants worked alone. While there is an upper limit to this (after all too many cooks spoil a stew) you will find that you can accomplish this to a lesser degree with foreign forms of magic as well. Just as you could combine the magic of allies into a single spell, so too can you combine the spells you can cast with various other forms of magic, improving or altering the effects of a spell you cast with one form of magic using a different one.

Trader

Living Metal [100]: A section of your skin is transformed into living metal, likely enough to cover the palm and back of your hand The metal in question is tough, resilient, and fully functional, able to be harvested to craft living metal objects. Objects made from this metal tend to be more functional than their mundane counterparts and may more easily accept enchantments. This can be any natural metal or smithable alloy.

Hear the Whisper Inside [200]: A sense of the ways of the world, of how to get from place to place, and where deals can be found. The Whisper Inside will warn you of large scale impending disasters such as freak weather phenomena, large scale storms, hostile invasions, potential plagues, and other such disastrous occurrences before they happen.

Cold Fire [400]: You have learned to use your magic in some counter intuitive way, such as using fire magic to make things cold or air magic to make things heavy or earth magic to cast forth lightning bolts or water magic to trap spirits. Not only that, but, having done so once, you excel at doing it again, always thinking of novel and bizarre ways to utilize any magical powers you might have.

The Fire in the Forging [600]: You have acquired a mastery of enchantment, the imprinting of permanent or semi-permanent magical effects into your chosen medium. Weapons imbued with fire, cloth as protective as armor, far more powerful potions, cupcakes that satisfy all food cravings for days, trees that eat sound, stone paths that rearrange themselves every day… if you can figure out an effect, there's a good chance you can, eventually, figure out how to impart it… assuming you have the right magics and enough power at your disposal.

Hajran Street Rat

Street Magic [100]: The greatest magic of all is ironically, that which requires no magic to do. While this is meant to mean mages shouldn't rely on their magic for everything and instead focus on talking to and helping others, you have ~~deliberately~~ misinterpreted this and have dedicated your skills towards acts of sleight-of-hand and manual dexterity. You are an adept street magician and (more-so) an able pick-pocket, able to lift and replace ill-gotten gains with your target being none-the-wiser. You may get caught one day but until then, you enjoy the privilege of other people's pockets in relative security.

Battle Magic [200]: It is no secret that violence is an inherent part of life, and this does not go away, even for a mage. To that end, you have refined your magic, allowing you to use it in combat just as easily as you would in a workshop or place of study. You will be less harrowed by approaching enemies and more ready to defend yourself with magic when you recognize that you are in danger.

Melting Stones [400]: For some, elements are simply base materials or raw energies that must be shaped and bent to one's will. You know differently, and recognize that the forces you work with regularly and interact with whenever you use your magic are alive. While others might personify the wind and rain, or describe a mountain as "she" or a great wave as "he", the simple matter is that for you these things are true. You may converse with the raw elemental beings that compose your elemental focus (or are at least related to it in some way). You may hold dialogue with lapping waves, hearing their messages from far off lands, or politely ask age-old sleeping mountains to shift just a few

inches to the left. Natural charisma and conversation skills will be a bonus as you converse, convince, and cajole the natural forces that your magic interacts with.

The Healing in the Vine [600]: Healing Magic is viewed as a form of Water Magic, but it can draw from any or all the elements. It is magic in which the practitioner extends their magic into the bodies of others to fight infection or disease and repair injuries. Your mastery of healing magic extends both to yourself and those you surround yourself with. You will find that in your magic naturally keeps you healthy and fit without your input, ensuring your bodily functions run smoothly and that your physique does not decay with age or disuse. You are supremely skilled at healing others as well, able to cure most mundane diseases, treat unnatural ones, and grant added longevity to those who are at death's door. You may even be able to resuscitate those who have died within the last few minutes, though they will likely suffer some mild brain damage or cognitive deficits as a result of their near-death experience.

Merchant of Ninver

Born to the Copper [100]: The knowledge of accounting, of investments and trade laws and customs. An understanding of supply and demand, and a fundamental sense of the value of things. The cultural details of this perk update every jump.

Plain Magic [200]: You are adept at stripping the trappings of magic away from the underpinnings and determining the underlying rules that govern any system of magic. Creating new spells is little more than math for you, and you can usually make spells and enchantments more practical… if less showy.

Shatterglass [400]: Magic is a rare and complex thing. One that happens in a flash, and then disappears forever. It is for this reason that mages enchant objects, storing their spells in a tangible container for later use. You have learned this technique, but have also improved upon it. With your understanding of magic and cooperation with others, you are able to store spells and mystical phenomena for later use. Using a prepared portion of your mages kit, you may store any spell you can cast within it ahead of time, and unleash it later, discharging and releasing the spell into the world, leaving the prepared object inert. Additionally by working your magic in concert with other mages, you are similarly able to store the spells they may cast as well, though this requires a good deal more time and effort on the part of both parties.

The Power in the Storm [600]: The ability to draw power from powerful natural phenomena. All ambient mages draw their power from the world around them, harnessing the forces of nature, folding it into a smaller more usable form, and when it has been shaped according to the users will, casting it forth in a constructive manner. You however take this to another level. While most mages can only draw in or handle the standard ambient energy that rests static within their elements, you can draw it all in as rare dynamic phenomena unleash the greatest of forces. You may draw upon the power of thunderous storms, massive tidal waves, crippling earthquakes or erupting

volcanos. So long as the phenomena is natural and occurring near you, you may tap into it and funnel all of that power into your spellcasting. Storing it for later use however is going to be… a VERY big challenge. The last person to try and store an Earthquake for later use destroyed an entire city and caused further quakes that damaged cities hundreds of miles away.

==== TREASURES ====

Tortall and Other Lands [50-150]: You gain a complete collection of the works of Tamora Pierce, including the Emelan Books and the Tortall Books, in both print and full cast audio. Once you leave this jump, the collection will update to include a series of stories, written by Miss Pierce, that relates your own adventures. For an additional [50], in each later jump, a copy of your adventures in that world will be provided in the style of the source material for that jump. Your previous jumps will be provided when you buy this option. For an additional [50] Tamora Pierce will write any of those jumps that don't actually have an author and you'll get them in full cast audio as well.

Mages Kit [Free]: A collection of all the tools and common components you will need to work your magic. It takes up a workroom when unpacked and a fairly large trunk or crate when packed.

Worn Mages Kit [50]: A smaller, more streamlined, mage kit, usually occupying a backpack or several belt pouches.

Fine Clothes, Good Boots [50] (Free for Academic & Namornese Nobles): You have a wardrobe of fine clothing and a good pair of high quality boots or travel shoes.

Moneybag [100] (Discounted for Academic, Free for Namornese Noble): You gain a steady income of two gold majas a month (a maja is half a year's income for a poor family). This is enough money to live comfortably, to travel as you will, and to buy most common goods in reasonable amounts. As long as you're not excessive, you should always have enough spare cash to get by. If you are Namornese, your allowance is five gold majas, enough to live well and to splurge on large purchases once or twice a year. One Gold Maja is equal to five Gold Astrals, each of which is equal to 50 Silver Crescents. A Gold Astral is worth 10 Silver Astrals and a Silver Crescent is worth 10 Copper Astrals. A poor man can usually earn 20 Silver Astrals in 3 months, and a craftsman can earn that in 1 month. A single Silver Astral is enough to buy food for a poor family for a month. Enjoy your wealth.

Bed of Moss [100] (Free for Hajran): While appearing more as a sign of neglect than a proper bed, this small mound of moss is surprisingly comfortable. You will find that as you lay down on it you are near instantly lulled into a soft but comforting sleep, devoid of dreams worries or other such night-time interruptions. After sleeping on it for eight

continuous hours you will be able to function without the need for sleep, rest or even relaxation for three whole days with no detrimental effects to your physical abilities or cognition.

Siraku [100] (Free for Trader): A box of wood, light enough to float, but encased in metal, allowing it to survive terrifying trauma. This box contains all of the materials that one would need to survive for an extended time at sea, from emergency rations and water, to various herbs and poultices. Fishing lines, sewing kits and even a wood-saw or two, this kit contains everything one would need to survive adrift at sea. You will find this box constantly full of these necessary survival supplies refilling each day at dawn. Alternatively, the box could be repurposed as a mages kit and perfectly protect all of your mystical supplies from just about any natural disaster.

Trader Staff [100] (Free for Trader): 5 foot long, ebony, bound in brass, incredibly sturdy and a formidable weapon in the right hands. This staff uses a complex series of symbols and images carved throughout a lifetime to convey stories and meaning. As you journey, more symbols will be added to the staff, displaying significant events, and milestones in your life. Should you will it, others will be able to understand these symbols, even if they are unfamiliar with Trader culture, allowing them to see and understand all that you have accomplished in your long life.

Boom Stones [200] (Discount Merchant): These hollow spheres contain fifteen parts charcoal, ten parts sulfur and seventy-five parts niter. They are usually launched via magic and when near a target are detonated through the minor remote use of fire magic, causing a devastating explosion and piercing shrapnel. You gain a crate that contains a stack of 30 of them in a four-high pyramid. It restocks every day. Boom Stones removed from the crate remain stable for up to a week.

Scrying Mirror [200]: There are three different versions of these magical objects; ones to view the past, ones to view the present, and ones to view the future. You must pick one. The further away the events you are scrying on, the hazier the images are, though the future becomes hazier far faster than the past. Using any scrying mirror drains your magic and requires intense concentration. Powerful magical wards can cause a mirror to shatter, though if this happens, it will reform in your warehouse after a month.

Battlefire [100]: This is a clear, jelly-like substance that burns almost anything it comes in contact with. Battlefire is normally used like catapult stones; animal skin globes were filled with the dreadful smelling liquid. It can cause considerable damage to ships, walls, or living flesh. You gain the formula and a large vat of the stuff that bubbles and boils continuously to add to your warehouse. The vat is not automatically refilling and you'll have to find something to put the goo in if you want to use it. The fumes are not toxic but will get into clothes.

Iron Rose [200]: You gain a rose bush made of living iron. If placed in contact with a pure sample of any metal, it will generate buds and eventually roses of that metal. Such

roses can be harvested, then planted to transform more and more of that metal into living metal slowly over time. They must be planted in soil rich in that metal, or in a pot full of clay and chunks of said metal to grow properly. Should you tend these roses long enough for them to bear seeds, the plants that grow from these seeds will transform base metals into whatever metal they grew from.

Shakkan Tree [200]: a small decorative tree the size of a potted plant, Shakkans are carefully pruned and tended to maximize the amount of magical energy that can be generated by the hundred year old mini-trees. They are powerful repositories of magic, able to hold and generate more the better they are tended. They are especially empowering to plant-based magic.

Cursed Jewelry [300]: This talisman comes in a linked pair (your choice of ring, bracelet or earring). One of the objects is the "master" and the other the "servant". The person wearing the master may hear and see all that the servant does and may communicate to the servant through their object. The servant in turn may communicate to their master at any time as well. However the servant is only able to remove their talisman if the master removes theirs first or if they were to cut off the part of their body the jewelry was attached to. Should the servant displease or go against the master, the master may activate the latent curse within the servant talisman. This curse will force the victim's heart to stop and will prevent it from beating. In most cases this is assuredly fatal. Now, if only the two objects didn't look so darn similar.

Binding Talisman [400]: A ring of thread with individual lumps in it, this talisman binds the magics of 4 ambient mages together, causing random bursts of each other's' magic at first, but ultimately allowing them to "tie" their magic together even across vast distances. Mages linked by a Binding Talisman can sense each other's conscious thoughts or powerful emotions, and wounds suffered by one can propagate through the talisman to the others if it is not adequately shielded. While all mages in this world are capable of mind to mind speech with other mages, doing so requires close proximity or to be holding a talisman carrying a portion of one of the two speaker's power. With a binding talisman, all the linked individuals can communicate mind to mind over dramatically increased distances, regardless of if any of them are holding the talisman.

A Fortune in Winds [300] (Discount Trader): A collection of three of each of the 16 winds, one each in breeze, gale, and storm force. They are stored either in metal flasks or tied in knots. If the flask is opened or the knot untied the wind blows in that direction at that strength for up to 8 hours. If there already is a wind in that direction, this adds to it. A wind from another direction will create vectors, and a wind in the opposite direction counters yours. Used winds recover once a month.

Living Glass Dragon [300]: This is a storm-spirit dwelling inside a body made of living glass. It makes a very dangerous, and pretty, pet.

A Stone Not of This World [300]: A self-restoring chunk of magical meteorite, half-glass, half-metal, and perfect for binding enhancements that will not interfere with other magical workings. The meteorite is headsized and will restore itself as long as half or more of it remains. It restores 1/8th of its total mass every week.

The Living Circle's Treasures [200 for 1, 700 for all 4] (Discount non-Drop-In Novice): These are ancient artifacts that hold spiritual meaning and power in the Living Circle religion. "*If I had been here for a week or more, everyone would feel their nearness in the air they breathed, the fire they warmed themselves with, the water the drank, and the earth under their feet. Every bit of magic within them would strain to find the Treasures and touch them. They would appear in dreams, water puddles, in the surfaces of metal.*" —First Dedicate Dokyi describing how the Treasures affect people when unguarded. They consist of:

- **The Cup of Water:** The size of a palm and made of baked reddish clay with no glaze. The outside of the cup is decorated with aspen branches. The base of the cup is secure to a thin granite circle. It holds great power.
- **The Blaze of Fire:** A crystal ball, at the center of which a flame burns. It holds immense heat.
- **The Seeds of the Earth:** many seeds of many different plants (some of them unheard of to Rosethorn). They are held in a jade bowl.
- **The Feather of Air:** It is kept under silk and changes shape. When held, the person can feel the winds of the earth.

They hold great power in the Living Circle religion. The First Living Circle Temple in Gyongxe is designed to keep them a secret from the dedicates. In any other temple, the Dedicates and magic-users would feel the Treasures' power and seek them out. In the wrong hands, the Treasures could corrupt the Living Circle religion.

Mountain [600]: You possess a smooth bulbous stone about the size of a human infant. It may be any color you wish and has only limited mobility. Despite its size and small weight make no mistake, this is a mountain. You carry with you an avatar of a massive stone elemental, a being with all the mystical strength resilience and longevity a mountain holds. It is sentient and aware of its surroundings but prefers to spend much of its time in a state of dormancy. It will share its power with you when necessary but its mystical abilities are limited to what a mountain is normally capable of. It is especially effective in aiding in stone magic and offers great spiritual weight and authority when dealing with other spirits. It does not act as a companion but if imported it will become one.

==== COMPANIONS ====

The Circle of Magic [300]: Import up to 3 companions with 900 CP each, with each granted a free ambient magic. Your magic own magic is entangled (inexpertly) with theirs, allowing each of you to blend some aspect of the magics of the others into your own… however, until you sort out a way to separate your magics or at least limit this

effect, you will find that the bleed between your various magics keeps growing stronger and less controllable with each passing month. Gain a free Binding Talisman.

The Circle Opens [300] (Discount Academic Mage): Gain an apprentice, Import or new companion, 1000 CP. They gain their choice of any one type of magic free. You may, alternatively, use this to gain any canonical character as a companion, aside from Sandry, Daja, Tris, or Briar. If you take Flick and she still dies of the blue pox, she will remain a ghost until the end of the jump. She might decide to remain a ghost even after that. Being a ghost does not stop her from gaining perks.

The Circle Reforged [500]: Import up to 3 companions with 800 CP each, each of which gains a free ambient magic. You must take the *Living at Discipline Cottage* drawback, and you gain the four members of the Circle of Magic (Sandry, Daja, Tris, and Briar) as housemates. You may, if you can convince them, recruit them to join you. They will not come individually, so you must convince all four. They count as a single companion, but you may choose to either assign perks they buy to a single member or to divide them across all four. You gain a Binding Talisman that links you and your companions with the members of the Circle. If, for some reason, they choose not to join your adventures, at the end of the jump you gain a second Binding Talisman that only links you and your companions.

The Living Circle [400] (Discount Novice): Import all your companions, with each gaining the Dedicate Background and all associated freebies. You also gain the Living Temple Upgrade to your warehouse, which transforms the entire thing into a walled circular compound with gardens, greenhouses, practice yards, and storage for all your stuff. The storage space remains the same, but with gardens and greenery in between. No sky is provided, but a soft ambient light fills the space. If you disrupt the pattern of the Living Temple by disregarding its harmonious balance, the light fails and all the plants will eventually wither and die. When the last plant dies, the Living Temple Upgrade is gone and your warehouse reverts back to it's old state, for good.

==== QUANDARIES ====

You may take up to 800 CP in Drawbacks. When a Drawback has limits to who can take it, those limits do not apply to those who are required to take it.

Live at Discipline Cottage [0] (not available for Academic Mages): You have been accepted as a student to the prestigious Winding Circle School of Magic. It is a boarding school that specializes in ambient and craft magic. Unfortunately whether it be due to cultural differences, behavioral problems, or psychological difficulties, it is believed by the staff that your learning would best be served with a bit of *discipline*. You will grow up fostered in discipline cottage along with Sandry, Tris, Briar and Daja, and spend your time at Winding Circle fostered amongst them in a makeshift family with them and their masters. Your education will be more hands-on as you become apprenticed to a given

teacher rather than taught en-masse with the other students, but you will also find socializing with other peers more difficult as they believe you require “special attention.”

Hated Traders [+100] (Academics & Novices Only): For reasons no one can fully explain, there are many prejudices against the Traders who are sometimes thought of as arrogant. Often Traders are accused of murdering babies to work their weather magics, of being thieves, or of cheating honest folk. They are viewed as fair-weather allies at best, always leaving town the moment that things get rough, and of being undependable. However, Traders don’t always have the best opinions of outsiders, and make little effort to overcome such prejudices, often calling non-traders “Kaq”, which roughly translates as “Dirt Under Foot”. They are also deeply prejudiced against “Lugsha” or “Craftsmen or Artisans”, and Traders who become Lugsha are usually outcast from their people. Traders must take this and do not get any points back for it.

Namornese Politics [+100] (Academics & Novices Only): The politics of the Namornese Empire are a snakepit of intrigue, backstabbing, maneuvering, and kidnapping. It is not unusual for young heiresses to be abducted and forcefully married against their wills and such behaviour is barely more than frowned on. As a member of the Namornese peerage, you will always be a target for use as a tool in the endless plotting of the court… no matter how far you run. Namornese Nobles must take this and do not get any points back for it.

Body Politics [+100] (Academics & Novices Only): The merchant families of Capchen are extremely body conscious and will judge you for any “unsightly” traits you might have… and you have one. It could be a weight problem, a crooked nose, a port wine stain on your face, albinism, or anything else that’s hard to hide and which people will comment on and which decreases your value as a commodity to your extremely mercenary family. They are also prejudiced against poor people. Merchants of Ninver must take this and do not get any points back for it.

Good Only to be Waited on and to Marry [+100]: You have forgotten all your practical skills. You’ll get the back at the end of the jump, but in the meantime you’ll have to muddle through… or marry someone and have their servants do things for you.

Exiled [+100]: You have been banished from your own kind and, in a world full of factions, no longer call upon your own kind for aid or comfort. For a drop-in, this means your own companions will refuse to come to your aid. For a novice, this means you have been expelled from the temple.

Illiterate [+100]: You no longer remember how to read and, for some reason, you cannot seem to manage to figure out how to do so until the end of the jump.

Medieval Times [+100]: All technology or technological devices more advanced than might be found at the dawn of the Renaissance (anything more advanced than black powder), becomes non-functional for the duration of the jump, unless it is physically

attached to you or a companion… in which case it becomes magical for the duration of the jump.

Two X's [+100]: You bear the marks of being a thief in Hajra, a small cross on the webbing of each hand. Should they see these marks, others will immediately view you as a criminal and untrustworthy, and many will turn away from you on sight, content in the knowledge that they do not associate with a twice convicted felon. It will take time and a good deal of effort on your part but you may eventually be able to convince others of your trustworthiness. Hajran Street Rats must take this and do not gain points for it.

Trangshi [+200] [+300 for Traders]: "*You do not get rid of someone with smallpox because it is that one's fault. You do it so no one else will get the disease. Bad luck is a disease. Only the carrier - a* trangshi - *survives it, to give it to others.*" You are a carrier of bad luck. You do not, yourself, suffer from it, but all around you may fall prey to it at any time.

Wrong Ideas [+200]: You have been exposed to incorrect ideas about the world around you and it has limited your magical ability, making your workings fail half the time and causing you emotional distress as the incorrectness of knowing battles the correctness of feeling.

At the Palace of Black Swans [+200]: You possess a small oil lamp. As long as it has oil in it and is lit, you can see, but if it goes out, you cannot see anything. Further, whenever the lamp goes out, you begin to feel like the walls are closing in, that the darkness around you is alive and hungers for you. Better find some oil. Only this lamp and no other will work for this, and no infinite source of oil, nor any magic to extend the burn time of the oil in the lamp will work. After the jump, the lamp becomes a symbol of hope, and will burn eternally, granting all who look upon it some small measure of hope, no matter how dire the circumstances might be.

What a Stink [+200]: No matter how much you bathe, you will always smell like you've just crawled out of a sewer.

Whipped Feet [+300]: Your feet have been whipped and the excruciating pain of this event will last until you leave this jump, no matter what you do. You lose any ability which grants you resistance or immunity to pain, but not willpower perks that allow you to push through the pain… which you'll probably need. Your feet will need to be rebandaged at least once a day, since the welts will not heal and can become infected if you don't care for them.

Owe a Debt [+300]: You owe someone a lifedebt. You must repay it before your time here is up. This will not be easy, and if that person dies without you repaying the debt, or if you refuse to do what they ask of you, you fail the jump. You can attempt to reason with them, but you cannot force them to change their mind, nor trick them into changing it or lie about having done as they asked.

Angry Spirits [+400]: All the great natural spirits, the local volcanoes and ocean spirits and the like, have begun waking from their age old slumber and have decided they don't much care for mortal mages. While you and your friends are their primary targets, they'll lash out at any mage that gets too close to their dominions. There are also storm spirits who live in the sky.

Pirates [+300]: The Pirates of the Battle Islands are a plague upon the lands surrounding the Summersea. Normally, once defeated, it takes them a decade or two to reform. However, somehow Powha the Pirate Queen and Enihar, her mage brother, always seem to survive and come back with even more pirates and enslaved mages, trying to sack whatever city or temple you may be in. Their forces grow more and more inventive and daring with each attempt, and you must not allow them to sack any Living Circle Temple or coastal city or you fail the jump.

Disease Magic [+400]: The Blue Pox keeps mutating and changing, coming back every year or two… and you and your companions are not immune. Any companion killed by the disease cannot return until the end of the jump.

I've Gone Mad At Last [+500]: Maybe you've gone mad. Maybe you just think you have. Maybe you can work magic… maybe you've just gone mad. Who's to say? Is any of this real? Maybe you just imagined you were a jumper? Maybe you're in a hospital somewhere with padded walls. Better take your medicine. If you take your pills, maybe this will all go away and you can go home. Your sense of reality is damaged and sometimes you think you're in the Magical World of Emelan. Other times, you're in a hospital psych ward back on Earth… or is it the other way round? Which one is real? Accepting one of these two means you fail the jump… but which one? How do you know?

==== ENDGAME ====

Go, Stay, Move On?

==== NOTES ====

Sandry is incredibly powerful, effectively a Great Mage with A Lifetime of Dedication, as well as "The Magic in the Weaving." Some of her feats are beyond incredible. Tris is, by the end of the 2nd series, an Academic and Ambient Great Mage.

For Living Metal, an out of setting metal is fine as long as a) you have a sample and b) it is both natural in its own setting and smithable. Mithral is both naturally occurring in Middle Earth and can be smithed. Adamantium is naturally occurring in Marvel… but cannot be smithed.

The world of the circle of magic focuses on the nature of magic as it exists in the natural world aka "ambient magic". While the world does posses traditional spellcasters who

use magic within themselves to a specified desired effect using words, rituals etc. these "academic" magic users are ancillary to the setting at best. However, they may prove a viable option within the context of a jumpchain as a drop-in line. This focus on ambient magic is the first initial focus within the circle of magic series, all of the main characters being completely unaware that they possessed it given that the ability to use magic in the world and having a strong innate magical power are very different in this world (and it is harder to detect the former than the later). This in turn leads to the focus on "nature" and "the world" with the primary focus being on the acknowledgement and study of these natural forces.

However while some would put these to a simple means of war or conquest, the circle of magic series is excellent in that it focuses not on the battle-aspects of these abilities but rather on the use of "craft magic". This "craft magic" is the second primary focus of the series as it focuses on the constructive use of magic for the betterment of others utilizing refined skills necessary to create crafts, art pieces or achieve goals that are ultimately constructive in nature. Additionally, You may consult the wiki for further information on various crafts/magic interactions http://tamorapierce.wikia.com/wiki/Ambient_magic

Combination with Academic Magic: It is possible for an ambient mage to learn academic magic. However, undiscovered and uncontrolled ambient magic blocks academic magic. Despite this, a trained ambient mage is able to combine the two to a certain extent, though they are more inclined to ambient magic. Tris is one of these mages. The principles of academic magic also apply heavily to ambient magic. The magical properties of materials remain the same (ex: willow is for healing, regardless of whether it is being used in academic or ambient magic) and ambient magic is enhanced when placed in patterns as academic magic would be.

Perks as yet unused: Huntress, Time of Proving, Slippery in the Stairwell, Mimic, White Tiger

Changelog
V.1.1
Minor grammatical fixes and clarifications
Priced A Stone Not of this world.
Finished the description for "Good only to be waited on or to marry"
Fixed spelling of Sotat.
Added further description to The Fire in the Forging.
V.1.2
Clarified that Ambient magics are not limited to just those listed.
Cleaned up the language on Living Metal and Hear the Whisper Inside
Replaced the starting location of Hajra with Capchen, as Hajra is the capital of Sotat.