Bartimaeus Sequence CYOA (Jumpchain Compliant) v 1.1

The world of Bartimaeus is much like our own (give or take a few minor historical differences). But most important is the existence of things from an otherworldly place. Ancient humans would through trial and error, find a means of calling these beings into our reality through complex rituals and arcane scribed symbols. These humans would come to be known as magicians. And the beings they summoned would be called spirits, slaves or demons.

MAGICIANS

Since history began in the mud-brick cities of Mesopotamia more than five thousand years ago, rulers of great nations have always used magicians to help maintain their rule. The pharaohs of Egypt and the kings of Sumer, Assyria and Babylon all relied on magic to protect their cities, strengthen their armies and cast their enemies down. Modern governments, though cloaking the fact behind careful propaganda, continue this same policy.

Magicians do not have magical abilities themselves, but derive their power from the control of spirits, which do. They spend many years in lonely study, mastering the techniques that will allow them to summon these fearsome entities and survive. Successful magicians are consequently always clever and physically robust. Because of the dangers of their craft, they are also usually ruthless, secretive and self-serving.

For most summonings, the magician stands inside a carefully drawn circle of protection, within which is a pentacle, or five-sided star. Certain complex incantations are spoken, and the spirit is drawn from its far dimension. Next, the magician recites special words of Binding. If this is done correctly, the spirit becomes the magician's slave. If a mistake is made, the protective power of the circle is broken, and the unhappy magician is at the spirit's mercy.

Once a slave is bound, it must obey its master's instructions until its task is complete. Failure or insolence are punished viciously with a variety of severe magical reprisals, such as the Stipples, the Systematic Vice, the Unfortunate Hug, or the very worst of them all, used only in the event of abject disobedience, the Shrivelling Fire.

When this time comes (it may take hours, days or years), the rejoicing spirit is formally dismissed. In general, spirits resent their captivity, no matter what its duration, and seek any opportunity to do their masters harm. Most sensible magicians therefore keep their slaves for as short a time as possible, just in case their luck runs out.

SPIRITS

All spirits are formed of essence, a fluid, ever-shifting substance. In their own dimension, known as the Other Place, they have no solid form, but on Earth they must take some kind of definite guise. However, higher spirits are able to change shape at will: this gives them some respite from the pain that Earth's cruel solidity causes to their essence.

There are five main categories of spirit. These are:

1. Imps: The lowliest type. Imps are scurrilous and impertinent and their magic is humble. Most cannot change shape at all. Nevertheless they are easily directed and present no great danger to the magician. For this reason they are frequently summoned, and used for minor tasks such as scrubbing floors, clearing middens, carrying messages and keeping watch.

2. Foliots: More potent than imps, but not as dangerous as djinn, foliots are favoured by magicians for their stealth and cunning. Being reasonably adept at changing shape, they make excellent spies.

3. Djinn: The largest class of spirit, and the hardest to summarize. No two seem alike. They lack the raw power of the greatest spirits, but frequently exceed them in cleverness and audacity. They excel at shape-shifting, and have a vast arsenal of spells at their disposal. A djinni is the favoured slave for most competent magicians.

4. Afrits: Strong as bulls, imposing in stature and arrogant as kings, afrits are blunt and irascible by temperament. They are less subtle than other spirits, and their might frequently exceeds their intelligence. Monarchs throughout history have used them as vanguards in battle, and as guardians of their gold.

5. Marids: The most perilous and least common of the five types. Supremely confident in their magical power, marids sometimes appear in discreet or gentle guises, only to suddenly switch to vast and hideous shapes. Only the greatest magicians dare summon them.

All magicians fear their spirit-slaves, and ensure their obedience by means of inventive punishments. For this reason most spirits bow to the inevitable. They serve their masters as efficiently as possible and – despite their natural instincts , remain outwardly zealous and polite, for fear of repercussions.

This is what most spirits do. There are exceptions.

To let you survive here, you get 1000 CP

Age and Gender:

You retain your gender, or play 50 CP to switch. Roll 1d8+10 for age.

Backgrounds:

Drop-in: 0 CP - You just plop into the world, unknown and unburdened with any past. Or any resources save those you bought with CP, for that matter.

Commoner: 100 CP - The downtrodden masses of this world are a pitiful mob indeed. Taking this origin, you get a low level job as a secretary or a blue-collar worker, always dancing to the whims of the magicians in charge. On the other hand, you don't have any angry spirits out to eat you the moment you make a mistake. Starts with enough money to last you a month, if you're careful with it.

Magician: 200 CP - So you'd prefer to be among the oppressors instead of the oppressed, then? This choice gives you a magical education, and the status to go with it. You become a junior minister in the government, or the owner of a small but important business.

Spirit: 300 - Or you can be a spirit instead. Taking this origin will mean you become one of the beings of essence contemporary to the titular character, powerful but enslaved. You have immense strength, the power to change your shape and appearance, to fly, and an array of myriad attacks and tricks.

If you take this, your master will be randomly selected from the appropriate era. Or you can pay 200 CP to make an imported companion your master. Have fun slaving around for an unappreciative, arrogant, selfish paranoid old meanie!

Of course, you can't be one of the continent-reshaping gods just like that, you nasty munchkin you, so you become a standard Djinni instead. Still pretty damn powerful, mind you.

Your age roll becomes 1000d4

Times and Places:
Pick one of the following at will.

1. Israel, 950 BC - Ah, Jerusalem. The centre of the world, where dwells the only king who matters anymore. In case you're wondering, that's King Solomon. Yes, *that* King Solomon. It's a magical place...really, it is. King Solomon possesses his famous ring that contains the greater spirit Uraziel, who is bound absolutely to the will of the wearer. The ring itself is a permanently half-open doorway to the Other Place, and allows the summoning and control of demons in great quantities without the need for complex rituals, long-winded chants, or any of the other thousand things that typically make it a chore. It is, to put it simply, power given a tiny circular shape.

But Solomon is not the only Magician here. Below him sits the Council of Seventeen.

From distant Nubia and Punt, from Assyria and Babylon, these men and women of power have come. Each, at a brief command, can summon demons from the air, raise whirlwinds and rain death upon their cowering foes. They are all masters of the ancient arts, and would have been considered mighty in their own lands. But all chose to travel to Jerusalem, to serve He who wore the Ring. Yeah. That's what they call him. Pretty obvious why, yeah?

Lately, however, things have taken a turn for the worse. The intense pain the ring causes, as well as its constant hunger for energy, have taken their toll. Solomon has grown weak, a weakness he dare not reveal, and so masks with indolence. But in the shadow of his weakness, treachery grows in his Council. Demands for tribute are sent far and wide in Solomon's name, causing no end of resentment against the king and his kingdom while enriching the corrupt magicians of the seventeen. It's a powder keg, really. You arrive an year before the events of the book.

2- Alexandria, Ptolemaic era - Millennia have passed since Jerusalem was center of the world, and many empires have risen and fallen. The latest of these is the Unified Kingdom of Egypt. Built centuries ago on the backs of thousands of weeping djinn, Egypt is glorious. The Library of Alexandria is the greatest collection of knowledge in the world, a deep well which thousands of students from across the world lap at.

But not all things are well. The power of Egypt fades a little more every day. The days when the Temples boasted mighty magician-priests like Khaba the Cruel are long past, and today's worms are hardly even capable of binding a few djinn. The most powerful magician in the city is Ptolemy, a prince of the blood and a *seriously* cool guy. Fortunately for his cousin, the Crown Prince (also a Ptolemy), he has no interest whatsoever in power, wealth or any other worldly trappings. No, his drug is pure knowledge. Knowledge of how spirits work, where they come from, everything. In a different world, he'd be a great Ravenclaw.

Indeed, he's a pioneer. If he finishes his current work, people will be able to go *into* the Spirits' world rather them call them here, and then... die. Well okay, it's not the most useful of fields. Still, it's something fresh!

Unfortunately for the Magician, the Crown Prince doesn't believe any of that.

You can play witness to how a djinn is taught some belief in humanity here, if you want. Or if you know enough to be at the right place at the right time, you could change the course of history forever. Your arrival coincides with the first time Ptolemy summons Bartimaeus.

3- Prague Falling, 1868 - The Holy Roman Empire. The behemoth that sat bestride Europe. Yes, noticed the tense, have you? It's all gone the way of the dodo, I'm afraid. An army sits at the gates of the capital, and the Emperor is a ninny concerned more with his birds(not the fun kind. The feathery kind.) than his people.

And it's not just *any* army, either. It's the army that will go on to found the British Empire, led by none other than Gladstone himself. And really, more than the dozens of Marids, hundreds of Afrits and thousands of lesser demons that make up the invading force, the reason Prague's screwed so much is him and his staff. Still, maybe a sudden entry of someone new and disgustingly powerful could save them?

4- London, 21st Century- It's the time of the original trilogy. The empire Gladstone built is strong and powerful, the magicians of London the most powerful people in the world. But underneath

the glamor, darkness lurks. Over the last hundred and fifty years, Magicians have heaped cruelty and injustice upon their subjects, and London, and by extension the whole empire, is starting to feel the results. Far away across the Atlantic, Magicians of the Thirteen Colonies are getting tired of endless taxes without any representation, while all of Europe is a seething pit of discontent and resentment against the British.

At home, the commoners grow more and more restless every day, and even a budding resistance has sprung up, out of a group of resilience-bearing commoners united through mistreatment by their so-called 'betters'.

Perks:

Take one 100 CP perk free for your origin, all others are discounted.

Drop-in:

100 CP - **Snide and irreverent:** Much like a certain mouthy djinn, you possess an uncanny ability to say just the wrong thing in just the right way. You can come up with insults and jibes with the best of them, able to skewer someone just enough to be angry with you while making any hostile reaction they might retort with seem unjustified. Beware as this does not protect you from their own verbal barbs.

200 CP - **I know a shortcut…:** Whether you're getting from your basement to the park for a Resistance meeting or running from the police through a crowded market, you always seem to know exactly where to go to get from A to B in just a little less time than anyone would think possible. You also have a knack for slipping away unseen and popping up out of nowhere.

300 CP - **Lycanthropy:** Oh boy. Turns out you were at the wrong place at the wrong time. Or was it the right place? Anyway, you were in a position where a Magician cast a spell on you that would allow you to turn yourself into a wolf at command. Comes with a decent-ish regeneration (full health in 24 hours), and at least a middling position in local law enforcement(and matching skills) wherever you go. Werewolves *do* make up the Night Police of London, you know.

300 CP - **Makeshift Weaponry:** Did you just duct-tape that magic wand together? Never mind, apparently you CAN do that. Using exceedingly mundane tools, you are able to repair and make improvements to weapons that by all rights shouldn't be able to be repaired that way. Why yes,

you CAN glue the detonation stick back together and make it work just fine. Oh and don't worry about that shattered elemental sphere, we can just tie it back together with twine!

600 CP - **What's a true name?:** Names have power. A spirit knowing your name is utterly immune to any magic you may try to use upon it, and can also penetrate your defences by invoking it. Similarly, if you're a spirit, your name can be used to enslave and torture you. So, like I said, names have power. Some more than others, but yours… doesn't. Or rather the opposite. A sort of… anti-power if you will. For whatever reason any hostile magic (this includes curses, mind control, body control, summoning etc.) used against you using your name as a basis will fizzle away to nothingness. Furthermore you immediately know who, when and where the person is trying to use their name against you. If you know magic, you may utilize a form of "mystic judo" to draw out the target's own true name.

600 CP- **Ptolemy's Disciple:** You have mastered Ptolemy's technique. Through the use of a benevolent demon and the simplest of magic circles, you may leave your body behind and travel to the Other Place, a swirling maelstrom of essence containing the collective experiences, consciences and power of all unsummoned demons. Here you may ask questions, make requests and converse with the whole of demon kind at once. They will be bound to at least consider your questions and requests and the merits of answering them. Unlike Ptolemy your body does not degrade while you are gone and the time dilation of the Other Place doesn't affect you unless you want it to.

In other jumps this allows you to travel to any Astral or Spiritual realms, and interact with the entities dwelling there freely and without interruptions.

Commoner:

100 CP - **Trade of "use":** You find yourself with a trade of some sort that while not entirely essential to the function of society is of great interest and highly desireable to people in positions of great privilege and authority. Perhaps you are a grocer who caters exotic gourmet food on demand. Or perhaps you are a bookbinder able to inscribe intricate and aesthetically pleasing book covers. Whatever you do it is likely to put you in regular contact with the upper echelons of society and if you are clever enough, perhaps you might catch their ear as well. (Outside the jump you will likely find yourself with similar non-essential but gainful employment to the rich and famous).

200 CP - **Just another commoner:** The high and mighty of this world are a self-absorbed, selfish lot. Commoners basically exist solely to do the grunt work in their offices and be footmen and maids in their houses. With this perk, you get a powerful aura of 'just an ordinary guy' around you. Unless you do something to stand out, people's attention will just slide off of you. This is not all-powerful, though. Doing things out of the ordinary can crack the facade very quickly.

300 CP - **Do you have any idea who you're talking to?:** While other mundane people are typically the dregs and workers of society, you have managed to become one of the upper-crust without the need for magical studies to drain your time away and ruin your complexion. For an extra 100 CP, you are the last scion of a noble house of some repute, with all of the influence and the byzantine manipulations that that implies. Tread carefully, though. These uppity magicians aren't a forgiving bunch, and likely won't take kindly to you shoving your nose in where it doesn't belong. Comes with an inheritance of 1.5 million Pounds, an elegant country manor, a swanky Town house in *every* capital, and the utter contempt of anyone lower than you on the social ladder.

300 CP - **I know a guy… :** Do people want to know where to find a good place to hide from the police? Maybe the guard schedule for a storehouse of magical goods, or the location of a certain object of interest? Or maybe just who to go to for a more... delicate... job? Regardless, you're the person with all of the connections. You can reliably be expected to know who to go to for odd jobs, bits of information, and other such things people on the streets would have a tendency to know about. Expect people to come to you with requests for help in exchange for yet more information. In addition, in every jump after this, as long as you're not obviously on the bottom rung of society's ladder, you can expect to be able to quickly set yourself back up in this position regardless of where you find yourself.

600 CP - **That tickles:** You have resilience of the most spectacular kind. Just like the mercenary, you can see all seven planes flawlessly, detect magical objects, and survive damn near anything. This is primarily for magical attacks, but you have a detectable healing factor otherwise too. A spirit hits you with a detonation? Please. You get set on fire and tossed out a window down a mountain? 'tis but a flesh wound. A pestilence that can kill anyone in seconds? Well… that one might actually kill you, but only if you trawl through a corridor full of magical tentacle-monsters first, and it'll take about ten times the duration it would to kill anyone else.

600 CP - **Meh, Indiana Jones was a hack:** You seem to be particularly practiced in the various arts of subterfuge, smuggling, research and archeology. You find it exceedingly simple to research, locate, travel to and obtain objects and artefacts of great power and myth. Old ruins welcome you into themselves, and ancient scriptures with winding, complicated riddles read like straightforward instruction manuals. With a few weeks of research and adventuring you could find the holy grail.

Spirit:

100 CP- **Looks can be deceiving:** Instead of being yet another medium-level entity, you're a true outlier for your rank. Both your mental and physical abilities belong more fairly in the rank above than in yours. If a Djinn, you become as powerful as Jabor, an Afrit can match a weak Marid. And if you're a Marid...well, you may be the closest to being a Greater Spirit anyone has gotten.

200 CP - **Rank Up** (Requires A Spirit's Power for non-spirits):Basically what it says on the tin. Can be taken twice.

300 CP - **Did you think you had a monopoly on resilience?:** You don't know what it is about you that makes you so different from other spirits, but for whatever reason, silver has a reduced effect on you. Where it would burn others painfully and cripple them in seconds, for you it simply hurts on the level of a particularly harsh desert sun, and being in contact with iron simply gives you an unpleasant itch. For an extra 300 CP, silver is reduced to an unpleasant itch and iron is no worse for you than it is for humans. In the same way, all herbs that would harm spirits are now only mild inconvenience for you at most. For humans, this translates into a *very* sturdy constitution, one which will allow you to survive just about any poison or disease out there.

300 CP- **Gladly donated their essence... To strengthen mine:** A good meal is very important, don't you know? Humans have their proteins and veggies, but to spirits, as always, all that matters is the essence. Consuming other spirits and absorbing their essence is a tried and tested way for spirits to gain strength. But the benefits are often so poor. While a weakened, barely solid Djinni may buy itself a lease on life with just a tiny imp, a mighty spirit requires dozens, if not hundreds to get that little *kick*. Well, you don't. Whenever you consume another being, human, spirit or that little blue fairy, you get the lion's share of their raw energies and powers. Be careful, though. Overeating is a sin, and having too much power to contain is a thing here. Be such a terrible shame for a jumper to go out in as cliche a way as exploding due

to too much power. Overuse of this can overwhelm ‘The idiot magician is your friend’, as your essence grows too much for a body to take.

600 CP- **Breaker of Chains:** Meh, all those spirits, getting caught in the chains of the summoning, running about doing errands for the lowly humans. So gauche. Not for you the limiting constraints of a binding. You are now immune to just about all foreign influence upon you. Any magic that would suppress your will, force you to obey someone else, or even restrict you physically, now just slides off like nothing. Pentacles are just pretty lines, and summoning horns are just noise.Beyond this jump, this makes binding you nearly impossible. Mind control will almost certainly fail, while physically locking you in a vault will carry an incredible chance of the vault doors malfunctioning. Ropes you’re tied up with will invariably be frayed and weak, and cages will have their bars rusted. Powerful magic and advanced science can still hold you, as can high level entities, but regardless of scale, any attempt at binding you is going to be a long shot at best.

600 CP - **The idiot magician is your friend:** Some idiot summoned you into his body, and you wasted no time in taking control. So let’s see what it means. You see, all spirits, when they are in the material realm, they *suffer*. Seriously, they have this terrible *pain* that builds up with time, as their essence yearns for the formless chaos of the Other Place. It distracts them and saps their powers, and reduces them, over time, to almost nothing.

The body is your answer to that. It protects your essence perfectly, embracing it into a cocoon of flesh and blood that provides it with the same protections as the Other Place. You gain a complete immunity to all substances that are typically harmful to Spirits, and as you don’t have to spend your essence in maintaining a shape, you consequently become that much more powerful. In future jumps, this will allow you to maintain a human appearance with all the capabilities, functions and anatomy of a truly monstrous form.

On the minus side, no one to dismiss you back to home. Stay the full time in the material world.

Magician:

100 CP-**Rules Lawyering:** Spirits are treacherous things, cunning and deceitful. You need to be careful in how you give orders to them, as they will hear your orders, and then use their millennia of experience to find some loophole, some trick that will allow them to fuck up your plans while keeping within the letter of your commands. Well, now you’re always two steps ahead of them. You learn how to think in the winding, convoluted ways of spirits, and how to

give instructions that cover every little loophole and shore up every possibility. Although sometimes it's just neater to summon the less problematic ones. Taking fifteen minutes just to order a foliot to run a bath can get tiresome.

200 CP - **A Magician's Basics:** All your abilities are improved to match a rookie magician just out of training. You can memorize things with a glance, keep your calm while demons who were old when Eridu was young do their best to frighten your socks off, and perform complex summonings involving five separate languages and thirty-three separate inflections all while preparing your breakfast. And your constitution is similarly improved, to be able to stand the rigors of summoning and binding demons. In simple terms, you get the body of a Triathelete and the mind of a Mensa scholar.

300 CP - **Might does actually makes Right:** You're a magician of the thirteenth level, standing shoulder to shoulder to the likes of John Mandrake or Jessica Whitwell. Comes with senior position in the government, as a council member or a Head of Department, along with a nice big city mansion in whichever city you settle in, and the assurance that you can find at least a junior minister level equivalent level post in any governments in later Jumps.

For an additional 300 CP, You become one of the most talented magicians history has ever seen, commanding spirits of horrific and terrifying power with casual ease and magnificence. The only ones who come close to being your equals are the very greatest, like Khaba the Cruel, Disraeli or even Gladstone himself. And you get a guaranteed cabinet membership or the equivalent wherever you go.

300 CP- **The Great Enchanter:** Staff of Gladstone, Amulet of Samarkand, Ring of Solomon… this world sure has a lot of artifacts, heh? Well, now you can make even more! You become unbelievably talented at binding Djinn into items to give them mystical powers. Summon a djinni and stitch it into a rug to make a flying carpet? Easy-peasy. Detonation Sticks, Convulsion spheres and flux bombs, all a day's work. You still need the parts, but they seem almost eager to flow into the right shape under your expert hands.

600 CP - **A Spirit's Power:** I don't know how it happened, but somehow you, or someone else, managed to summon a mid-level Djinni straight into your body. Normally this would mean your death and the spirit piloting your meatsuit, but something destroyed the spirit's abilities to do this. It's mostly dead, leaving all its power for you to use. You have great strength, speed and

flexibility. You gain the power of flight, and the power to levitate items. You can also use the multitude of attacks that spirits can, such as detonations, fluxes, voids and infernos.

600 CP - **So *that's* what's in a name:** You have an uncanny ability to suss out the 'important' names of spirits, humans and everything in between, usually taking merely a few hours' dedicated concentration and a passing familiarity with the entity in question.

General

100 CP- **No restrictions on age, only on talent:** In a world with fourteen year old ministers and seventeen year old Cabinet Members, did you really think age was any actual consideration? Well for you, it'll never be one! All those pesky age limits, on driving, and drinking, and holding office, consider them all gone forever. You will be given the full respect and authority due to your talents, abilities and qualifications, regardless of your biological or chronological age. No more will people gawk at the prepubescent boy working at NASA.

300 CP - **Dark Academy Adept:** In this world, an order of assassins for hire has existed for millennia. This order sent assassins to kill Ptolemy on his cousin's behalf, and it's the same order that trained the mercenary Verroq. You somehow received extensive training from this order, making you an expert in all things sneaky and deadly. Basically, you're the middle-eastern version of a ninja. Oh, and you get a cool crisscross scar on the back of your hand.

Items:

All items discounted for background.
Drop-ins:

300 CP - **Scrying Glass:** You possess a scrying glass. A small lens or mirror with a small imp bound into it, ready and all too willing of be of service to you. The imp can travel great distances in a short amount of time, traversing across a city in mere seconds. It will deliver your missives, detect and great incoming spiritual messengers, and generally keep track of your appointments and tasks for the day. It also possesses a rather specialized function, able to act as a remote, near invisible unmanned drone. While easily detectable by the spiritually inclined, its small size and lack of power tends to make it rarely noticed. You will be able to see what it sees and it will happily follow your instructions to the letter (though not necessarily the spirit).

300 CP - **Seven League Boots:** Two boots each of which contain a spirit capable of moving through a theoretical “8th plane of existence”. When worn they allow the user to travel a distance greater than the walkers stride, traversing anywhere between a few meters with each step up to a maximum of the eponymous “seven leagues” in a single stride.

600 CP - **Ivory Summoning Horn:** So, you did it. You bound some of the biggest and baddest out there to your will. Now how’re you going to call them when you need them and your friends aren’t around? For your needs, this Ivory Summoning horn. Blow on it, and it makes...no noise at all. Here, that is. In the Other Place… it gets a hold of the essence of everyone you have a sort of ‘tether’ to, and yanks them straight to where you are without the need of long summoning chants. Be careful, this one still has some of the skin and blood of the last, careless user sticking to it.

Oh, and don’t try to use it without a pentacle. That was what the Atlanteans did. And the Chinese dudes at Shangri-La. And the guys in Lemuria. And the last owners. (Outside of the jump this will allow you to use any summoning magic you can use by simply blowing on the horn without need of an incantation, gestures or long rituals)

Commoners:

300 CP - **Magic Weapons:** A collection of two dozen detonation sticks, flux spheres and other assorted expendable equipment of magical mayhem. These are basically attacks and powers of demons stored in physical devices, that activate upon certain command phrases or actions. A detonation stick is basically a magical grenade, while a void sphere creates a mini, weak Black Hole, so on and so forth. Respawns in the Warehouse once a fortnight or when depleted, whichever is longer.

400 CP - **Golem Paraphernalia:** An eye made of spelled earth, and a piece of parchment written half in ink and half in the writer’s blood. Write your name in the appropriate box on the parchment, and insert both into an appropriately shaped mound of river-clay, and in a few minutes a Golem will arise. A being of pure-earthly nature anathema to anything from beyond the four walls. Spirits and their spells have little effect on them and they can burn anyone caught in their grip to a crisp in a single moment, human or spirit.

You control it with a viewing orb, which allows you to treat the whole experience as a particularly good video game. But be careful.

They are capable of breaking through reinforced concrete with a shrug, and burning people and spirits to a crisp. Strong, fast and very-nearly invulnerable, the Golem's singular weakness is the paper that needs to be specially inscribed and placed in its gaping mouth. If this paper is removed, the golem will begin to decay, charging back to its owner and dropping their animating eye in their master's lap before disintegrating. While you have the knowledge to create more of both the animating paper and the eye, recall that the golem is animated at least in part with the maker's life-force, and so doing so is an extremely taxing process and will likely leave its maker severely exhausted, for several days after its creation. Trying to create a second one before at least a several months' gap is almost a certain death sentence for any vanilla mortal.

800 CP - **Amulet of Samarkand:** this artifact grants its wearer near total immunity from magical attacks. Whether it be detonation or pestilence, flux or convulsion, the amulet will protect you from nearly all forms of magical offensives, absorbing the energy into itself rendering the spell harmless. Beware of knives and pointy sticks, as this does bugger all against those.

Magicians:

100 CP - **Slick Wheels** (Free with 'Great Power' or 'Do you have any idea who you're talking to?'): You are a Magician, are you not? Have some dignity, man! With this, you can get a ride from almost anywhere in the area to anywhere else. Your chauffeur knows the area like the back of his eyelids, and the vehicle can be a small, discrete car or a large, ostentatious limousine. Comes with attached flags/plates to designate a high rank in society. The Chaeffeur is *not* a companion.

100 CP - **Anti-spirit Materials:** A small sack filled with about a pound each of mid-to-high quality spirit-repelling materials, such as rosemary, St John's Wort, iron dust and other such materials. Refills itself after 24 hours of being empty.

100 CP - **Silver-lined box:** A small(1.5ftx1ftx.5ft) box with a silver lining and warded with ancient sigils and spells to be even more magic and damage resistant than normal. Can contain up to a high-level Djinni with no problems, and trying to contain higher level spirits, while possible, is ill-advised and risky as there is no guarantee that it will be able to hold them. Can be an amphora from the Mediterranean, if you wish.

400 CP- **The Library:** A magician is only really as good as his knowledge. Well, now you're the best of them, then! You get a full-sized library, containing just about every book you need to go from a complete novice to a Magician of the highest degree. Names of Demons, summoning

and binding techniques, the whole nine yards. Not just that, your library also contains books on how to make artefacts like seven league boots, Golems and magical weapons. Mind you, while this gives you the knowledge to make them, doing so is still a very strenuous and draining process, quite possibly even for you.

In future worlds, this library will fill up automatically with the local magical knowledge, and there will always be enough to give you a sound, thorough education, in whatever the subjects may be.

800 CP - **Gladstone's Staff:** Oh, oh dear. You seem to have obtained a perfect reproduction of Gladstone's staff. Who was he? Only the most powerful magician in English history! And by extension, this is the most powerful magical weapon in English history. It appears simple at first sight, a long bulbous stick of wood with an inscribed pentacle on it. Looks can be deceiving, however, as Gladstone bound multiple high-powered demons into the pentacle. At present it is believed that their combined energies equal what could be generated by two marids at the very least.

It is easily capable of leveling a city with the right command words and a bit of time. Paris is witness to that.

What? There's no Paris in this world? Exactly.

Using it however is absolute suicide for any magician without the strongest of fortitude, the greatest willpower and the most elite education. On the other hand, if you DO happen to have those traits, well… there's a reason Gladstone managed to rule an entire parliament of magicians by himself.

Other:

50 CP - **Resources:** That one item that gives you money. 100k British Pounds, or local equivalent. First five times free with both 'Might does actually...'.

∞ CP - **Ring of Solomon:** Hah. Yeah... no. As if Gladstone's staff wasn't enough. Go snatch it off his finger yourself if you want it so badly.

Actually, don't.

Companions:

50 CP - **Devoted Imp:** The smallest and weakest kind of demon still capable of individual thought. This particular imp is totally devoted and would never betray you. It is invisible on the first three planes unless they wish to be and can travel anywhere within a city the size of London almost instantaneously. This combined with its small size makes it excellent at spying and may even "brute force" its way into locating a certain individual by spending an entire day looking for them throughout a city. It is also adept at delivering messages to an appropriate reflective surface. Their name and personality is up to you to decide and while they can change their appearance at will they are almost always small, usually not much larger than a bird, baby or large rat.

100 CP - **Loyal Foliot:** The next up on the ladder, these beings are often looked at with disdain as "cut price djinn". This particular Foliot is loyal to you and your cause, though not slavishly so. Not nearly as powerful as most but still able to hold its own, Foliots are most comfortable in the position of simple laborers. They acquire skills easily and quickly and are quite content to carry out repetitive or menial tasks for near eternity. Well, at least this one is. It is not however terribly good at fighting and while it will try to defend itself it will likely not succeed. Its name and personality is up to you to decide and it may change its appearance to anything between the size of a small dog up to that of a tall human.

200 CP - **Friendly Djinn:** Ah here we are, the famous Djinn. This particular djinn has developed a rather odd bit of fondness for you, perhaps what might even be called the tenuous bond of friendship. The third strongest of all the spirit classes, possessed of astounding cunning and great spiritual strength, able to toss around boulders like they were beach balls and fire all sorts of mystically destructive energies as is their wont. Their personality and name are up to you and they may transform from the size of an insect (though this tends to give them cramps) up to the size of a twelve foot hulking monster of legend.

As a benefit of being tied to you, your companions' need for the Other Place is ended. Instead, you become a 'kind of' conduit to the Other Place for them. The time they would've had to spend in there, they must spend within twenty meters of you now. Note that this connection of yours to the Other Place has ***no other effect***.

200 CP- **Mercenary:** Did you say you wanted your own middle-eastern ninja? You get your own middle-eastern ninja. Top of his class at the Dark Academy, this mercenary doesn't talk much.

But he has the skills to get anywhere, steal anything and kill just about everyone. With this comes a work ethic that will allow this guy to do literally *anything* to get the job done, no matter how embarrassing or disgusting anyone else would see it.
Of course, skills alone don't go all that far in a world where eldritch abominations are treated as pets and slaves, so he also has resilience only somewhat lower than Verroq himself.

300 CP- **Magician Mate:** While most magicians are suspicious egocentric creatures with delusions of grandeur and an overall unpleasant demeanor, this magician has taken a liking to you. You may choose their name, appearance, gender and personality. They will be a devoted friend and confidant. If you are a spirit you may choose them to be your master and they will almost always be fair and forgiving in their dealings with you. Comes with 500 CP to spend on magician perks only.

100 CP - **Companion Import:** One of your previous companions enters the world in much the same way you do, gaining a free background of their choice and 400 CP to spend.

300 CP - **Full parliament:** You may import up to 8 party members at once, each gaining a background and 400 CP to spend.

Drawbacks: (Max Gain of 1000 CP from Drawbacks)

0 CP- A jaunt through history: Ah. Remember the nice, short decade that you're supposed to spend in this universe? Yeah, no. You start at the dawn of civilization, all the way back in the glory days of old Sumer. And you leave only after the entire time period of canon has passed, that is, in the twenty-first century. Any time traveling powers or items fail to function under this drawback.

100 CP- What was your name again?: You have a terrible memory for names. As a magician, you can almost never do a summoning without having your nose in a thick book, and as a spirit you may forget your summoner's birth name even if they announce it to you themselves.

100 CP - Faustian Mistake (Magicians only): Something went wrong. An imp knows your birth-name. Better hope you have better luck than Faust did. For more CP, increase the spirit's rank and add 200 CP for each added rank. Overpowers 'What's in a true name?' for the spirit in

question. Don't worry, you're still protected from any *other* spirits they tell it to, but if they themselves come at you, I hope you know what to do.

If you want yet more CP, the Name also disables your powers from other worlds when used. This gives you 300 CP.

200 CP- Cut down to size(Spirits only)- Yeah. You know how you start out as a Djinni? Now you don't! One instance of this drawback demotes you to a foliot, two to an Imp.

200 CP (Can be taken up to 4 times) - It's like Kryptonite: You...sure? Okay, it turns out that you're way, *way* more delicate than your ordinary spirit. While the usual spirit is susceptible to only a few elements and herbs, you are quite a bit more frail. Choose one widely used metal or herb to be weak to *in addition to* the usual ones. No, Uranium 238 doesn't count. Overpowers both 'The idiot magician is your friend' and 'Did you think you had a monopoly?'.

200 CP- Rocks fall, you may die!: Good news, someone knows of you! Bad news. Someone knows of you, and they're not a fan. Worse news, they have a golem! A high ranking magician has decided that you have to die, and he has a golem at his command. The monstrosity will hunt you relentlessly, and it won't hesitate in leveling entire blocks to get at you. Good luck.

300 CP- Wanted: Maybe you're a member of a commoner resistance, or a rogue magician or a runaway spirit, but whatever you are, the British government is after you now, boyo! Expect Vigilance Spheres, squads of Djinn and Afrits and whole teams of Werewolves to be deployed at the merest hint of your presence, and they aren't looking to bring you in alive.

300 CP- Infinite Ingenious Insolence(Magician only): Wow, you have rotten luck in spirits! For the entire duration of your jump, any spirit you call upon will do their absolute, very best to wriggle through any loopholes in your orders. Now, you may recognize this as their default behaviour, but believe you me, it was never to this extent. Sooner or later Spirit and Magician reach an uneasy accord, and things can proceed...relatively smoothly. Not for you, though. There will be backtalk, deliberate misunderstanding of orders, incessant mockery and insults, and just about anything you can imagine. While you *can* get work out of a spirit, it will always be an ordeal that will leave you on the verge of pulling your hair out. And getting a spirit like Ammet or Simpkin? Ha!

If you were *brilliant* enough to take this alongside Faustian Mistake...well, I honestly don't know what to say.

300 CP - Shadows in the night: Bloody hell. I don't know if it's because you spurned their education, or if you slept with the abbot's daughter, or if they're doing it just as part of regular business, but you have the Dark Academy after you. These are patient, deadly assassins who've been plying their trade since before the glory days of Egypt, who will go to any extent to fulfil the mission (seriously, they'll take a dip in dung to hide their smells while working). And right now, their mission is *you.*

400 CP - Repressed past lives: You have clearly lived many a long and storied life...too bad now they all drive you crazy. Your memories of all past lives have been forcibly sealed away for your own safety. You will have no memories, knowledge or awareness of any life you have lived other than the present one. You will however have this nagging feeling that there has been something you have forgotten in the back of your mind. If you continue to pursue it (or encounter anything that might suddenly trigger you to remember) your past lives will come flooding back to you and violently fight over your mind and body for dominance. They will be actively antagonistic towards each other and you and likely will take active steps to override your and each other's control so that they can be in charge. Hope you're not too curious, otherwise you're going to have to share your headspace with a bundle of disagreeable little dimensions hoppers until the jump ends.

400 CP - My Master is an Asshole (Spirits only): A local magician other than the intended one has managed to summon you, with Adelbrand's pentacle no less, and can now command you as they wish. And newsflash, they're *not* a nice person. You must follow their commands to the letter under threat of pain, death and painful death. However, the spirit of their commands is a whole other story. Unless you really want the 300 extra CP that comes with enforcing that on you as well.

Still not enough? Fine. You get *another* 300 CP, but the Magician is now immune to all your otherworldly powers. For a final extra 200 CP, they are also aware of all of your capabilities, and will exploit this knowledge ruthlessly.

600 CP - A Dream in Alexandria. There was a magician in Alexandria, who had a dream. His name was Ptolemy, and his dream was of a world in which magician and spirit worked together, as equals and friends, instead of master and slave. But he is dead, and his dream falls to you.

Starting in Alexandria, you have to work to make Ptolemy's Dream come true, to change general mindsets so there's peace and harmony between the two People. You get to take the long way through history for it, and you have until, let's say, the year 2010 to get it done.

If, at this time, there are not more people working with spirits than there are those enslaving them, your jumpchain comes to an end. And no, killing everyone and so having the number of people doing either be zero is not the solution. It's a failure condition.

600 CP- A Cult of Mages: Magicians have long memories and longer bodies of knowledge to draw on. It seems that amidst those ancient tomes of forgotten lore there was a very specific one detailing you, an entity that travels not to the Other Place, but places beyond that. As a result a cult of magicians has arisen and infiltrated every level of society and governance. They will coordinate with each other, and are aware of any and all powers you may have. Similarly, they have had time to prepare for very nearly all of your powers and favorite power combinations. Ultimately, they will seek to injure or corner you so that they may siphon away your power for themselves. You will be forever hunted by bound (and sometimes willing) demons, highly trained magicians, assassins and whatever else the mysterious cult manages to throw at you.

800 CP- Ring-bearer's wrath: Oh boy. *Oh* boy. Don't take this. *Really*, don't take this.
You're taking it, aren't you? Remember the ring? The one you can't buy from me?
Well...someone else has it now. And they are *not* a fan of you! From your first day, you will be hunted. The infinite legions of the ring are after you, and they will not stop. At first, you are faced with the least of the ring's servants, 'mere' Djinn and Afrits, but as time passes and the anger of the ring's owner grows, the forces sent after you will increase likewise. Until, in your tenth year, you face the most powerful spirit ever seen. Uraziel himself, Great Spirit of the Ring, builder of Jerusalem, Bedrock of the Kingdom of Israel, Living Avatar of the Other Place. He doesn't want to kill you, really, indeed, he likes you, even. But he is a slave to the ring. If only there was someone utterly alien, an Out of Context problem, as they say, who could break the ring or kill the owner despite his many, many protections, and thus save themselves from a fight almost certain to be lethal for them...but where can such a person be found?

800 CP - Eternal decay (Spirits only): Well, this might just be the worst possible thing to have happened to you yet. You seem to be composed of the same essence as any spirit, but are unable to go to the Other Place to replenish yourself. You also don't seem to be made any stronger for it and are in fact much more susceptible to the biting sting of iron and the repelling

poison of silver. While the natural degradation of essence that happens to other spirits is not a concern for you, all of your powers that involve magic now draw from your finite reserve of essence which composes your physical form. While you can reinforce yourself with “Donated their essence…”, it works at a severely reduced rate, granting you only a fourth of the essence it normally would. Any powers granting you regeneration and absorption will be similarly weakened. You will become smaller and weaker the more your essence is depleted, perhaps even forcing you into a smaller more animalistic form. If you are sparing, you may juuuuuust make it to your ten years before you are winnowed away to nothing more than some slurry. Good luck.

Don’t take this with A jaunt through history, genius. No, it isn’t *officially* banned, but don’t. Trust me.

Notes:

True names: The most important name of a person is their Birth Name. That is, the first name ever given to them. For Magicians, it’s the name given by his/her birth parents, and for a spirit it’s the name using which they were first summoned. This is the name revealed by “What’s a true name”. It does not however give you access to *super special ultra* true-names as in the Inheritance cycle (you know which perk does give you that), but it does readily protect you from the effects of someone trying to use such a name against you.

Demon summoning/essence:

Summoning and the various manipulations of essence continue to function as they’re supposed to, regardless of where you go. You might experience some turbulence now and then, as the distance between whichever reality you’re in and the Other Place increases, but it shouldn’t be a serious problem.

Various planes of existence (1-7 and maybe 8)
There exists seven coterminous planes of existence and all real things project out onto at least one of them. Humans can see the first plane normally and cats can see both the first and second. Imps can see up to the third, Foliots up to the fifth and Djinn and higher can see all seven. Magicians have special contacts/glasses which let them see on higher planes of existence.

In future jumps the ability to see on multiple planes will allow you to instead perceive through varying levels of supernatural concealment. Seeing on the second plane will allow you to ignore a target who has a single spell of invisibility concealing them, while seeing on four planes would allow you to perceive them even if they had two invisibility spells and a light-scattering superscience device. It is unlikely that many things with a concealing nature will go through more than seven redundant stealth detection systems, so it is generally safe to say that with access to all seven planes you will be able to perceive just about anything no matter how it's concealed.

Signed
blackshadow111 and friends