Master of Magic Jumpchain by Acheld. Version 1.12. Based on the 1994 Video Game. Think Civilization, but you're a wizard.







You awake, groggily, and your benefactor speaks to you.

Welcome, [yourname], to the world of Master of Magic! This will work a bit differently than most other jumps, in that you may be here far more than ten years, perhaps centuries! There's an ability you'll find below that will help "fast forward" if you begin to feel the weight of the years too heavily, however.

You are an unaging wizard while here, and your life may only end through violence or direct magic. You are one of the few with the power to master the underlying rhythms of the twin worlds, Arcanus and Myrran. You start with a few simple spells, an aptitude to learn many more, and a single town (with control over the immediate area) of one of the many races in the world. They will be your core people in your march to victory. Your people have only explored the region around the town; who knows what beasts, ruins, enemies and ancient magics lie in the shadows beyond your realm?!

You will gain magical power through capturing "nodes" of energy in both worlds, and travel between the two worlds with either gateways scattered throughout the land, or through direct magic. Heroes can be hired by you to fight alongside the armies of your people, and you can craft items to aid them. Different buildings in the cities of your people may generate mana, increase production, please the populace, allow new types of soldiers for your armies, or have other effects entirely! The power you gain from the magical nodes (of chaos, nature and sorcery), from your mystical buildings (either of light or darkness), and (for some races) the people themselves, will allow you to master new spells and maintain greater enchantments.

The jump ends when either you, or one of the other wizards that you will compete against has ascended to supremacy over the worlds, either through conquest, pure magical might (by casting the ultimate Spell of Mastery), or through submission of the other wizards to your authority.

Now, take these 1000 CP, and continue...

More info on the setting:
https://en.wikipedia.org/wiki/Master_of_Magic
http://masterofmagic.wikia.com/wiki/Master_of_Magic_Wiki
http://www.gog.com/game/master_of_magic

Your People

The races of Arcanus and Myrran are spread out throughout a vast landscape. Arcanus is the lighter of the two worlds, much like a mystical version of your own 'Earth'. Here the likes of elves, men, orcs and lizardfolk roam. Myrran is its darkened twin, with greater dangers coupled with greater rewards. Eventually the two worlds will be connected, either through the numerous portals hidden throughout the land, or through spells in certain links of magic.

To begin on Arcanus, roll 1d10 repeatedly until you have two different numbers. Choose one of the two races corresponding to those two numbers. If you do not like either race, you may afterward pay 100 CP to choose freely, or pay 100 CP to start on Myrran (see below).

You may assume that all nine of these races have been "balanced" in terms of which is most likely to help you win, though some have synergies with certain magic. A life wizard, who prefers to avoid direct war, for example, may prefer a race better at building than at warfare. Below you can see some information about each of the races. If you wish to know more, consult the links above. Note that this is just the race you start as the leader of (and thus the racial form that you take; for you the effect is only cosmetic), and you may conquer towns of other races, both neutral towns and those of other wizards. Some races may not be happy about being ruled by certain others, though. If you try to rule elves as an orc, you're going to have some problems with rebellion…


(1) Barbarians


Ah, the ferocious people of the north. Barbarians are genetically compatible with High Men and Nomads, but burn with a far greater thirst for combat. They have ferocious baseline fighters, and reproduce rapidly, but are not very good at maintaining an advanced empire on their own, lacking the ability to produce the higher-tier buildings. Plan to expand rapidly to utilize the talents of the other races that you conquer. Their unique unit is the 6-figure Berserker troupe, which has very high melee attack, as well as throwing axes.


(2) Gnolls


A mammalian, canine humanoid, gnolls are physically stronger than any other race on Arcanus. They are in many ways even less developed than Barbarians, and similar expansionary strategies are best. However, they lack the extreme bloodthirstiness of barbarians, and are thus better at assimilating with other races. Their unique unit is the 4-figure wolf rider, which is an extremely fast unit that does not require much development.


(3) Halflings


Halflings are a unit inclined to peace and prosperity, but are all too often underestimated. They receive bonuses to farming, and all halflings receive a luck bonus. Each individual soldier is less powerful, but units are comprised of more figures. Their unique unity is the 8-figure halfling slingers, which become especially deadly when enhanced by magic.


(4) High Elves


Civilizations of high elves grow very slowly, but at the height of their development they are rivaled on Arcanus only by High Men. They suffer from very low population growth, but are the only race on Arcanus whose populace generates mana simply by living. They can build most of the available buildings, and all elven units receive a bonus to hit their targets. Unique units are the 4-unit Elven Lords, the 6-unit Elven Longbowmen, and the 2-unit Pegasi.


(5) High Men  High men are genetically compatible with barbarians and nomads, but grow the most slowly of the three. This is another slow burn race, that achieves great heights of power eventually. In the long run, they can build every standard unit, from engineers to magicians to priests to pikemen, as well as nearly every building (lacking only the Stable of Fantastic Creatures). Their units have no inherent bonus, but their unique unit, the 4-unit Paladins, is arguably the most powerful "standard" unit in the game, with near complete *immunity to magic* among a host of other benefits.


(6) Klackons  An insectoid, hive-oriented society, Klackons are a purely expansionist race. They receive a significant production boost straight from the beginning. In light of their lack of creativity, some other races will eventually overtake their production, but no one but Dwarves [see Myrran] can compete right from the start. Klackon society is abhorrent to most other races, and assimilation into a Klackon empire will meet *extreme* resistance. Their unique unit is the powerful 1-unit giant stag beetle, which, by the time you can first build it, is extremely strong relative to other units, but it is eventually overtaken.


(7) Lizardmen  Lizardmen are about on par with Gnolls for society development. In place of the extreme strength of the gnolls, they have an excellent swimming and water-breathing ability, as well as tough and hardy skin, increasing the defense of all units. They do not need to build ships, as their units are easily capable of traversing great distances of water. Their unique units are the 1-figure Dragon Turtle, and the 6-figure Javelineers.


(8) Nomads  Nomads are genetically compatible with Barbarians and High Men, and in between the two in terms of population growth, developmental capability, and building availability. They are masters of mobility, which is reflected in their unique units: The 4-figure Pathfinding Rangers can lead armies swiftly through wilderness, the 4-figure horsebowmen are exactly what the name implies, and the 2-figure griffins are an excellent mid-to-high tier unit.


(9) Orcs  Orcs in Master of Magic break the stereotype by actually being quite advanced. They are capable of building most buildings, and are ultimately extremely average in most areas. They have nothing remarkable, but nothing holding them back. Their unique unit, the 2-unit wyverns, are some of the most powerful normal units available, but take time to build to (almost as long as Paladins)

(10) Free Choice: Your lucky day! You get to pick any of the above races of your choice.

Myrran is the counterpart of Arcanus, a darker world, it also contains greater power and resources. The dangers are higher, as are the rewards. Magical nodes on Myrran generate twice the power, and are guarded by greater foes. Ancient ruins reveal deeper secrets. Travel between the two worlds is eventually possible, but starting on Myrran can be a boost early on, and allows you to choose a more powerful starting race.

To start on Myrran, pay 100 CP up front. Then, roll 1d10 repeatedly until you have two distinct races from the list below. Choose one of them to begin playing with, or pay an additional 100 CP to choose freely.


(1-2) Beastmen 
The beastmen are a confederacy of demi-human and intelligent beast races. They are above average in all areas: development, population growth, magical units, etc. They are, as a whole, both cunning and strong. Their unique units are the 4-unit centaurs, the 2-unit manticores, and the 2-unit minotaurs.


(3-4) Dark Elves 
The dark elves are are twisted as they are powerful. Due to constant infighting, they have the slowest population growth race of all races, and the worst compatibility with assimilation of any race. Each dark elf contributes mana to you (twice as much as High Elves), and they are absolutely deadly at their (slow to come) peak. *Every* unit is capable of some level of magical attack, and their unique units are impressive. The six-unit Nightblades are invisible to any unit not adjacent to them, and have a deadly poison attack. The four-unit warlocks have the most powerful magical attack of any normal unit, and an armor-piercing Doombolt spell. The 2-unit Nightmares are flying, fast, heavy hitters.


(5-6) Draconians 
The draconians are a race of humanoid reptilians, descended from true dragons. Every draconian can fly, and has increased defense and resistance, as well as a moderate fire-breathing ability. Their growth and production are average, but they can eventually build most buildings. Their unique units are the 2-figure Doom Drakes, which is as close as you are going to come to a dragon without magically summoning one, and the 1-unit flying airship, which acts as powerful flying artillery.


(7-8) Dwarves 
Dwarves are the masters of production and mining. They receive increased production (like Klackons), but don't suffer the building restrictions of the insectoid race. They get double the bonus from any mineral deposits as well, can pass through mountainous terrain rapidly, and have extremely high constitutions and resistances to magic. They are slow to grow their population, and are the only "good" race in Myrran, which makes them much more easily adapted into an empire with Arcanus races. Unique units are the six-figure hammerhands, which pack a major punch, the 1-figure Golem, a deceptively fast and heavy hitter, and the 1-unit Steam Cannon, a powerful artillery.


(9-10) Trolls 
Trolls are borish, dull and brutal. They grow slowly, and their building capability is restricted, as is their units' capabilities with magic. But they have a defining advantage: regeneration. In addition to high strength and health, units not completely killed will cure their wounds even during battle, recovering from anything short of decapitation or fiery death. This makes them hard to keep down. Unique units are the 4-figure War Trolls, which represent the pinnacle of their relentlessly destructive capabilities, and the 2-unit war mammoths.

Background *Choose one of the following*



Drop-In (0 CP): No knowledge of the setting, but you seem to have an instinctual understanding of the neutral arcane magics that underlie artifice, and the summoning of great heroes. A good choice if you prefer your magics to work through items. Your personality is not affected.



Life (100 CP): You have spent many years as a great healer pulled toward the magics of life, purity, holiness and healing. While in this jump, you have a strong wish to maintain peace and prosperity whenever possible. This may make it difficult to go to war, even when it is in your interests to do so.



Death (100 CP): You have spent years mastering the magics of undeath, corruption, pestilence and draining the power of others. While in this jump you have the strong desire to wither the living and corrupt the pure. This makes it difficult to maintain the morale of your townsfolk and normal soldiers (if any!)



Chaos (100 CP): You have spent years enthralled by the destructive power of fire and chaos, and the harnessing of demons and elemental beings. While in this jump you have the strong desire for conquest through destruction. This may make it difficult to rebuild conquered towns into useful settlements.



Nature (100 CP): You have spent years communing with the harmonious magic of nature, and you adore the more subtle magics of nature, guidance, protection, and the summoning of fairies, wyrms and earth elementals. While in this jump you have the strong desire to achieve harmony of nature and civilization, and to commune with the beasts of the world. This may make you somewhat inattentive to more pragmatic concerns.



Sorcery (100 CP): You have spent years harnessing the wind and mind, illusion, and meta-magic. While in this jump you are very arrogant about your power to non-wizards, and have the strong desire to prove the supremacy of magic. This may cause heroes that work under you to resent you, as well as lead you to try to use magic to solve every problem, when more mundane solutions would suffice.



Dual-Link **(100 CP): You have split your attention equally between two fields of magic. Pick two fields of magic (besides life and death). The** "Link" perks for these two fields of magic are discounted for you, but none of the other perks are (and you get no free perk). You receive slightly milder versions of the personality complications from both of your chosen fields. If you chose life and chaos, or nature and chaos, or nature and death, you may suffer some inner turmoil...

Perks

The Weight of the Years (0 CP): You might be here for a *long* time. Could get dull at times. What this ability allows you to do is to put yourself on autopilot. Your autopilot self won't be quite as capable as you are, but can handle routine with no problem at all. You can set conditions, or a length of time, at which the autopilot will end. e.g. "Until I finish mastering this spell, or someone attacks my empire, or a year has passed." You will not be consciously aware of the time passing during this period, but can access knowledge gained during the time (subject to the normal decay of memory; the ability does not inherently grant perfect recall unless you have that from elsewhere). If you do not explicitly set a different time limit condition, your auto-pilot will not last more than one year before bringing you back to reality; it will also always end if you are (personally) attacked.

Place of Power (0 CP): You have the ability to create a unique place of power aligned with your magic. The process is costless, but requires several days of attunement to the location along with ritual effort. Most wizards choose to place theirs within a highly defensible fortress, but all that is necessarily is the area of a small room. Within this place of power you are able to project spells across the entire world. More localized spells do not require use of a place of power, and once a spell is cast, you need not remain in the place in order to maintain it. You may not have more than one such place at a time.

Node Mastery (100 CP; requires at least one each of Chaos Link, Sorcery Link, Nature Link): All magical nodes, in both worlds, generate twice as much mana for you. Additionally, you have no trouble with interference from the extreme power of these nodes in casting your own spells near them. In other jumps, this will increase the amount of magical power that you can draw from external sources.

Archmage (200 CP; requires five levels of one type of Link): You truly have the potential to ascend to be one of the great wizards of all time, and are a master of casting. Your casting skill (the ability to channel more magic, more quickly) improves rapidly, and your enchantments are twice as hard to dispel. In future jumps, this will increase the cap on the amount of "power" you can safely use at once when using any magical ability.

Channeler (200 CP): You are a master at maintaining spells efficiently. The necessary energy to maintain any ongoing magical effects is halved for you, and magical enchantments that have a set duration last twice as long.



Companion (0 CP or 100 CP): Bring a companion! The below five methods are the ONLY way to have anyone accompany you. Companions do not gain the powers of a wizard, or any CP. Companions are unaging while in this world, and you can bring in as many as you like, including 'inactive' ones, but no more than 8 may take on the powers of a hero in Master of Magic (the first three options).

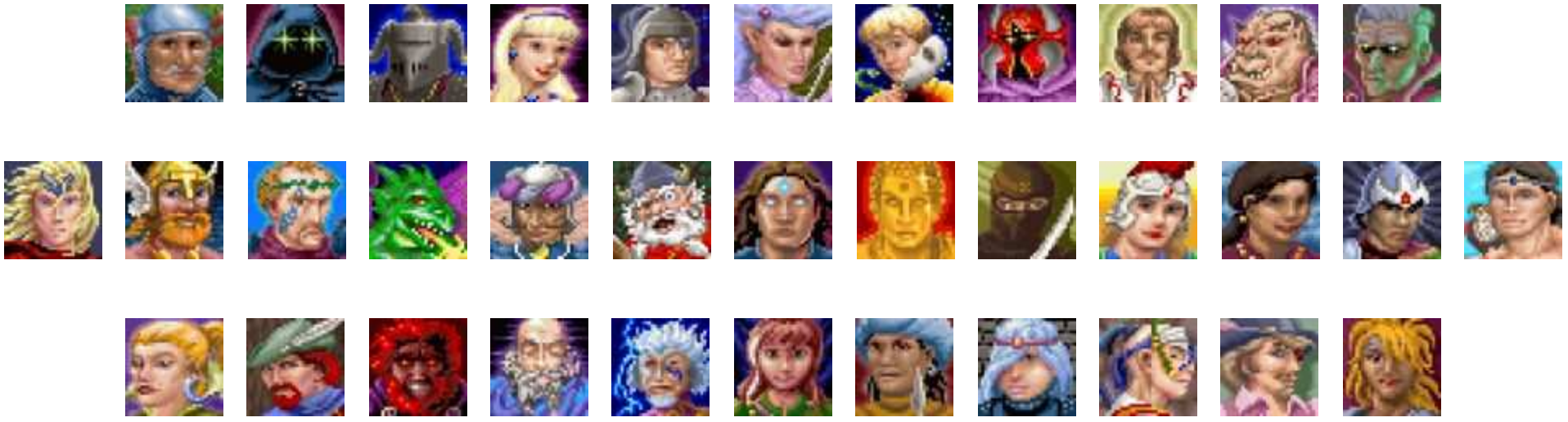
Let's Play 'Hero'! (0 CP): Your companion's previous powers are replaced with the powers of one Hero of your choice, barring Torin the Chosen one, until the jump ends. They are indistinguishable in power from that hero, but have the personality and memories of their own self. They do not start with you, must be summoned with the appropriate spell, and cannot be summoned by enemy wizards. Note that the more powerful the Hero whose powers they take, the longer it will take you to "summon" them. For 50 CP per companion, they retain the powers they copied post-jump.

Joint Ascendency (100 CP, requires "Ascendency" drawback): As the previous option, except that this companion's pre-jump powers will slowly return, like yours. They will reach the height of their previous power at the same time you reach the height of your power as a wizard here. They retain the powers of the hero they copied post-jump.

Double-Up! (100 CP, cannot be chosen with "Gaming Classic" or "Ascendency" drawbacks): Bring a companion with their powers intact. They begin the game at your side. In addition, they gain the powers of one of the heroes (barring Torin the Chosen One), and count as a hero under your command. They retain the powers of the hero they copied post-jump.

Heroes? We Don't Need No Stinkin' Heroes! (0 CP, cannot be chosen with "Gaming Classic" or "Ascendency" drawbacks): Bring a companion with their powers intact. They begin the game at your side. They do not gain the powers of a hero, or count as a hero, or gain any inherent access to the magic system of this world that heroes might normally have. [This is the normal "companion comes with you" option]

Just Visiting (0 CP): Companions brought in with this method retain no powers from previous jumps (though they get them back at the end), and gain no powers while here. They can basically hang out and keep you company.



Artifice & Arcane (Discounted for Drop-In Backround)

Runic Aid (100 CP, free for Drop-In): You may be limited in your access to links of magic, but you are a master at using the magical arts of others in the creation of items. Normally a wizard would have to know a spell themselves to be able to craft an item with its properties (such as the 'Invulnerability' spell creating a Breastplate that turns away almost all weapons). For you, as long as you have another who knows the desired spell willing to aid you, you can use your superior crafting skills to make such an item. In this jump, this applies to both Heroes who have spellcasting capability (of which there are many) as well as allied wizards (who might be willing to work out a mutually beneficial arrangement).



Artificer (200 CP): You begin the game already knowing the magics to create enchanted items (other wizards can eventually acquire them) and artifacts. Additionally, these items cost half as much for you to make, and take half the time. This allows you to equip heros you hire in the early game. In future jumps, this will provide a slight boost to the creation time and a reduction to the creation cost of magical items.



Alchemy (200 CP): While all wizards are capable of converting gold to mana, and vice versa, the process is very inefficient for them, losing half of the value in the process. You can do it perfectly, without any loss, making it potentially feasible for you to power your magic through taxation, for example. In future jumps, this will provide a boost to alchemical abilities, especially those converting one substance into another. You only retain the ability to convert gold to mana (and vice versa) in future jumps if you purchase this ability, which would provide one way to obtain mana in the future.



Magic-Forged Arms (200 CP): You have taught your smiths to utilize craft-magic in their work, and all new troops under your command are created with magic forged weapons, allowing them to bypass normal weapon immunity, and granting an increase in their accuracy. In other settings you can teach this skill to others, allowing you to slowly industrialize the production of low-grade magic weapons and armor. Such items are not artifacts, and cannot be sundered to gain mana. [Note that this effect can be replicated by Alchemists' Guilds in this setting, though not all races can build such guilds, and it takes a while to get to that point of city development regardless. This perk gives you the bonus right from the beginning, and allows you to teach the crafting methods in other jumps as well]



I Am The Fortress (400 CP): Other wizards may hide in their fortresses, but not you. Once attuned to a place of ritual significance, you retain the benefits granted by it even after leaving. Here this means that as long as your place of power is intact, you retain its benefits wherever you are. You cannot be "attuned" to more than one location at a time in this way.



Runemaster (600 CP): All wizards have access to the arcane magics, but only you are a master of them. This halves the time it takes to learn these spells, as well as the energy costs of casting and maintaining them. In future jumps, this boost applies to magics that are ***not*** restricted to a particular group or alignment (not aligned to life, death, the mind, or any element or theme). [Note that artifact creation is arcane magic, and this bonus stacks with Artificer for an unparalleled artifact creating master.]

Life & Harmony (Discounted for Life Background)

A Righteous Ruler (100 CP, free for Life): You have the divine right of kings, the common people know it, and you are loved for it. In this jump, unrest is reduced by 1 in all cities. In future jumps, those who you rule over are much more likely to accept that you have their best interests in mind.

Life Link (200 CP, up to five. May not be taken with Death Link): You have an inborn connection to the powers of life, and will begin knowing a small selection of basic spells of life. Each level will increase the breadth and depth of the types of spells you are eventually able to cast, through training and research over the years. With all five ranks, you will eventually be able to master all life magics. See the Appendix for more details if interested.

Make Love, Not War (200 CP): You seek peace above all else, and have gained an additional victory condition. If you are able to forge a wizard pact with every remaining living wizard, simultaneously, then you will be considered to have won the game. Note that a wizard pact is much more intense than a mere alliance, and represents the utmost trust and respect between the parties. Good luck forming such a pact with a death or chaos wizard. In future jumps, this will make you extremely good at getting opposing parties to agree to peaceful negotiations. It doesn't guarantee that they will accept the terms, mind you.

Divine Power (400 CP): You have dedicated yourself to the higher path of righteousness and light. Your life spells will be learned faster, cost less mana to cast and maintain, and be more difficult to dispel. Time and costs are not halved, but the boost is significant. Your holy buildings generate more mana and pacify more of the populace. This perk also provides a boost to any other life-aligned magics you receive from other jumps.

Charismatic & Famous (600 CP): You start out the game already well known as a paragon of virtue, fair dealings and righteousness. Heroes will be apt to flock to your banner (and can be hired for less!), merchants will flock to your empire, assured of safety, with goods to sell. Other wizards will trust that you will deal fairly with them (though they will revise this opinion if you fail to do so). You find yourself able to easily put their concerns at ease as well. In future jumps, you will find that there are positive rumors about you whenever you visit somewhere for the first time. Not enough for people to throw gifts at you, but enough so that they will be disposed to deal with you in a friendly manner. You may "turn off" this ability before starting a jump if you so choose.



Death & Dessication (Discounted for Death Background)

Fearsome Reputation (100 CP, free for Death): You are terrifying, and you *own* it. Your enemies know that you aren't bound by common decency. As a result, threats you make are much more likely to be believed (whether or not you are bluffing), and you find it easier to cowe those less powerful.



Death Link (200 CP, up to five. May not be taken with Life Link): You have an inborn connection to the powers of death, and will begin knowing a small selection of basic spells of death. Each level will increase the breadth and depth of the types of spells you are eventually able to cast, through training and research over the years. With all five ranks, you will eventually be able to master all death magics. See the Appendix for more details if interested.



Zombies Are People Too (200 CP): Civilized people, as a rule, find the undead pretty disturbing. You can change all that! You now have an amazing knack for putting just the right spin on the undead so that they don't seem so bad, really. In this jump, this eliminates the morale penalty that your citizens and soldiers would receive from having undead around (it won't necessarily prevent them from being disturbed by the zombies eating people in front of them, but they won't mind the zombies themselves, as long as they stay upwind). Note that this does *not* protect from the negative diplomatic and morale effects of doing things like spreading plagues and sucking out the souls of enemies. Further, you are able to shift the views that allies and potential allies hold about the undead closer to the positive through only a few minutes talking (works for speeches too!)



Infernal Power (400 CP): You have dedicated yourself to the dark path of undeath and despair. Your death spells will be learned faster, cost less mana to cast and maintain, and be more difficult to dispel. Time and costs are not halved, but the boost is significant. Your unholy buildings generate more mana and cowe more of the populace. This perk also provides a boost to any other death-aligned magics you receive from other jumps.



Master of Undeath (600 CP): You can learn and cast spells pertaining to the creation and summoning of undead much more readily. Such spells take half the time to learn, and half the energy cost to cast and maintain. Your undead minions also receive a slight boost to their power. In other jumps, this provides a boost to any magics of undeath.



Chaos & Destruction (Discounted for Chaos Background)

War! What is it Good For? *Everything* (100 CP, free for Chaos): You love war. No, I mean, you *really* love war; it makes you feel alive! Whenever you are involved in a war (between two opposing, civilized forces), the damage that *you*, with weapons or magic, deal in conflicts in the war is noticeably increased.



Chaos Link (200 CP, up to five): You have an inborn connection to the powers of chaos, and will begin knowing a small selection of basic spells of chaos. Each level will increase the breadth and depth of the types of spells you are eventually able to cast, through training and research over the years. With all five ranks, you will eventually be able to master all chaos magics. See the Appendix for more details if interested.



I Think It's Just The Right Amount Of 'Kill' (200 CP): You like overkill, and sometimes this upsets people you might want to be friends with. With this perks, those naive souls will be much more okay with your tendency to burn armies to the ground. This makes it much easier to assimilate peaceful races into a warlike empire, and makes it easier to get along with peace-oriented individuals you might want to ally with. Don't worry, though, those you want to be terrified will be no less so.



Chaos Mastery (400 CP): You have focused so entirely on the forces of chaos that you embody it. Your chaos spells will be learned faster, cost less mana to cast and maintain, and be more difficult to dispel. Time and costs are not halved, but the boost is significant. Additionally, you receive twice as much mana from any nodes of chaos magic that you control in the worlds. This also provides a boost to any other chaos-aligned magics you receive from other jumps.



Warlord (600 CP): Your troops are inspired to new heights of aggression and martial prowess. All normal units and heros in your empire have their effective level increased by 1 in determining the bonuses to hit, defense, attack, etc. These units can achieve the "Ultra Elite" experience level, which is not possible normally. In future jumps, whenever you are leading troops, whether directly or in a rank above them, those troops act much more experienced than they normally are. This does not directly grant them bonuses (unless so dictated by the setting), just makes them more competent.



Nature & Harmony (Discounted for Nature Background)

Walk the Path (100 CP, free for Nature): You know the hidden pathways of the land. Those under your command (which includes all units in your civilization in this jump) move at twice the speed through natural settings (to a maximum pace of that which could be made over a well-made road). In a natural setting you, personally, are never lost and always know the most direct path to your destination, as long as you know where the destination is.

Nature Link (200 CP, up to five): You have an inborn connection to the powers of nature, and will begin knowing a small selection of basic spells of nature. Each level will increase the breadth and depth of the types of spells you are eventually able to cast, through training and research over the years. With all five ranks, you will eventually be able to master all nature magics. See the Appendix for more details if interested.

Bounty of Nature (200 CP): You are adept at coaxing a great and plentiful harvest from nature itself. In this jump, forests and hills generate twice the food that they otherwise would, while keeping the production bonus they normally provide. In future jumps, as long as you are in a place where edible plants of some kind grow, you can feed dozens of people a day with ease. By spending an entire day communing with the plants, you can double the harvest of a square mile (only works once per harvest).

Nature Mastery (400 CP): You have focused so entirely on the forces of nature that you embody it. Your nature spells will be learned faster, cost less mana to cast and maintain, and be more difficult to dispel. Time and costs are not halved, but the boost is significant. Additionally, you receive twice as much mana from any nodes of nature magic that you control in the worlds. This also provides a boost to any other nature-aligned magics you receive from other jumps.

Conjurer (600 CP): You can learn and cast spells of fantastical summonings much more readily, excluding summonings of the undead. Such spells take half the time to learn, and half the energy to cast and maintain. In other jumps, this provides a boost to any magics that summon creatures to aid you, excluding undead.



Sorcery & Secrets (Discounted for Sorcery Background)

Do Not Meddle in the Affairs of Wizards (100 CP, free for Sorcery): You have no time for the pretensions of charlatans and lower practitioners. Whenever an enemy who is aware of your presence, and who is *clearly* your inferior in the magical arts (meaning you know it, *and* they know it) uses magic in your presence their magic is notably less powerful, and is prone to failure. A competent foe will not have trouble finding a way around this. In this jump, this applies to magic cast by heroes and basic units, but not enemy wizards.



Sorcery Link (200 CP, up to five): You have an inborn connection to the powers of sorcery, and will begin knowing a small selection of basic spells of sorcery. Each level will increase the breadth and depth of the types of spells you are eventually able to cast, through training and research over the years. With all five ranks, you will eventually be able to master all sorcery magic. See the Appendix for more details if interested.



It's Not Arrogance If It's True (200 CP): Sure, you've got a big head, but you deserve to! People have a tendency to accept your arrogance as an endearing quirk… if you really *are* that good. This mitigates most of the negative effects of your potentially abrasive personality on diplomacy and interaction with allies and potential allies… provided you can back it up.



Sorcery Mastery (400 CP): You have focused so entirely on the pure magics of sorcery that you embody it. Your sorcery spells will be learned faster, cost less mana to cast and maintain, and be more difficult to dispel. Time and costs are not halved, but the boost is significant. Additionally, you receive twice as much mana from any nodes of sorcery magic that you control in the worlds. This also provides a boost to any magics you receive from other jumps focused on the mind, wind, or the manipulation of other spells (such as dispelling magics).



Sage Master (600 CP): You are a master of hidden secrets. You read rapidly, and will learn all new spells nearly twice as quickly. This also improves your memory and retention to just beyond the peak of human ability if you do not already have such an ability, and gives a slight boost to intelligence, as well as making you exceptional at deciphering hidden codes and languages.



Drawbacks

You can earn a maximum of 600 CP from drawbacks, unless you take "Ascending from Hell", which removes this limit. In that case you may earn up to 800 CP (by taking "Gaming Classic" and "Ascending from Hell"). You may take any number of drawbacks for the challenge of it without satisfying the conditions for taking them, but they yield no CP reward in that case.

Gaming Classic (+200 CP; cannot be combined with "Ascendency"): Powers you entered the world with are locked while you are here. The exception to this are boosts to mental capability, though such boosts are capped at the limit of normal human potential. You do not have access to your warehouse, or any items from previous jumps, nor can you craft items not normally possible in this world. The methods by which you can bring companions in are limited (see the Companion perk). If the limitations on mental capabilities causes you to lose access to previous information or memories, all of that is returned post-jump. You cannot lose anything *permanently* through taking this drawback.

Ascendency (+100 CP): Powers you entered the world with are reduced down to barely noticeable levels. The exception to this are boosts to mental capability, though such boosts are capped at the limit of normal human potential. These powers will return to you *slowly* over the years as your magical power grows, reaching their previous peak when your magical power here peaks; this includes your mental boosts returning to their former level, if greater. The out-of-universe items you are permitted to craft or acquire from your warehouse are limited appropriately by your growing power levels as well. The methods by which you can bring companions in are limited (see the Companion perk). You cannot lose anything *permanently* through taking this drawback.

Am I Late? (+300 CP): You start the game with the other wizards at the peak of their power, and you have… nothing. You start on Arcanus with no settlements [ignore the section on race choice], and must conquer one with your own power to gain a foothold. Hurry, though; some of your enemies may not be too far from completing Spells of Mastery! Combine with "A Worthy Challenge" for the hardest possible foes. [This is likely to be much shorter in temporal duration; not recommended unless you are coming into this as a power player. Combining with Gaming Classic or Ascendency is *certain* defeat.]

How Do You Work This Thing? (+100 CP): You have difficulty getting nodes to function at full capacity, and receive only half of their magical power. At the start of the game, when you have no nodes, this will not phase you, but given that the significant majority of a peak wizard's mana is derived from nodes, this may be a problem later on...

> **Uh, Where is the On Button? (+200 CP, requires "How Do You Work This Thing?")**: Nodes do nothing at all for you now. You can still conquer them to deny them to enemy wizards. You'll have to rely on towns and alchemy for mana, but you'll always have less than your foes. [*Very* problematic if you do not have an alternate way to boost mana, such as Divine/Infernal Power, or Alchemy.]

Secularism (+100 CP): Your shrines, temples, and other holy buildings generate no mana. This will be a problem at the beginning, when the majority of mana is derived from these buildings. You will have to rely on alchemy at first. Once you start getting nodes, this won't be too debilitating, but good luck conquering your first…

Xenophobia (+300 CP, cannot be taken with "Am I Late?" or "You're A Shifty Character…"): Your starting race becomes completely and fanatically intolerant, and will invariably raze other civilizations to the ground, murdering their populace to the last man, woman and child. This comes with a boatload of problems, including *extremely* soured diplomatic relations with any wizards of different races, and the complete inability to obtain the capabilities of any other but your starting race.

Is it Crowded in Here? (+100 CP): Normally, you would be competing against four other wizards. Now there are eight. May not be too debilitating if you are able to manage diplomatic relations among them, and if you aren't too expansionary...

You're a Shifty Character... (+200 CP; cannot be taken with "Xenophobia"): You have a bad reputation, and none of the opposing wizards trust you. There's just something about you that makes them not want to take your word, or deal with you in any positive manner. They will under no circumstance make an alliance with you, or make a wizarding pact. This and "Charismatic & Famous" will nullify the other with regard to diplomacy.

- **Let's Get Him/Her! (+200 CP, requires "You're a Shifty Character…")**: Now things are even worse. Those wizards that wouldn't trust you? Now they always regard you as public enemy #1, and will *always* attack you when it is strategically sound for them to do so. Enemies will often stop fighting each other and attack you instead. Expect to be in a state of perpetual warfare. If you have this and "Charismatic & Famous", then you suffer only the effects of "You're a Shifty Character…" instead.

A Worthy Challenge (+200 CP): Normally enemy wizards are built by approximately the same standards you are, with 1200 points to choose from the perks above. Now, however, they are built using 1700…

Ascending From Hell (+600 CP, requires "Ascendency" or "Gaming Classic"; may not be combined with any other drawbacks but those two): You suffer the effects of "Is it Crowded in Here?", "You're a Shifty Character…", "Let's Get Him/Her!" and "A Worthy Challenge". Good luck.

Pacifism (+100 CP, requires Life Link, cannot be combined with "Xenophobia"): You are mentally unable to deal with war. Whenever you find yourself forced into a conflict with other wizards, you are psychologically stretched to the limits, nearly halving the rate at which you acquire new spells. Further, you can never, under any circumstance, raze captured cities, and must always try to deal with your new subjects fairly, no matter their race.

Kingdom of Death (+100 CP, requires Death Link): Tales of the horrors of your kingdom have reached far and wide. Merchants and mercenaries dare not enter, and you suffer a serious penalty to trading income. Further, wandering heroes never present themselves to you, unless they themselves are steeped in the magics of death.

Warlust (+100 CP, requires Chaos Link, may not be combined with "You're a Shifty Character…" or "Xenophobia"): The essence of your power is based in your lust for war. Starting from the first time you make contact with another wizard, whenever you are at peace you draw half as much mana from worship and from nodes. Best keep that war machine oiled.

Lure of Nature (+100 CP, requires Nature Link): Your obsession with natural connections leads you to be more inattentive to material concerns than even other nature wizards, and this bleeds over to your citizenry as well, who become less concerned with productivity. As a result, the finances of your cities are not as healthy as they might otherwise be, and you lose a huge fraction of tax income that would otherwise be coming in.

Supreme Arrogance (+100 CP, requires Sorcery Link, may not be combined with "You're a Shifty Character…" or "Xenophobia"): Others may sneer at the inferiority of heroes and mere mages, but you know that you are far above even other wizards. You cannot bring yourself to even pretend to be on the same level as those simpering fools, and it shows. Alliances of convenience may still be possible, but you would never lower yourself to make a true Wizard's Pact with another.

The End is Here

First off, let me go ahead and remove the personality effects that accompanied your background… done! Now, I'm afraid I'll have to take that Spell of Mastery from you. It's no fun for me if you go around with an "Instant Win" spell, after all!

If you lose...

All those advantages you came in with, and you still couldn't cut it? Tsk. I expected better of you. Still, you were entertaining for many, many years, and so as promised, you get to keep your powers from previous jumps. Enjoy the real world again. It's been… amusing.

If you win…

Ah, excellent! Most excellent! I knew you could do it. Well, you have certainly earned your reward of the powers you have gained here. Now, you could stay here if you want? Be the lord of these lands indefinitely?

*No? You want to move on? If that is the case, be warned you won't have access to all the magical nodes and the thousands upon thousands of people in your civilization that you were able to draw upon here for power. You have the spells from your Link abilities, but limited power to cast them, unless you have another way to get large amounts of mana in the future. I *do* have a gift that might help with that. Take one of the following. If you won under "Gaming Classic", you can have both!*

- *Book of the Elements: This book contains a method to transform a place of great natural power or majesty into a magical node. The process is slow (on the order of a year, most of which is waiting), and requires noticeable rituals in the area, but will allow you to then draw upon that location to power the spells that you have learned here.*

- *Amulet of Divinity: In this world, you gained magical power through the worship of your subjects. This will allow you to continue to gain power in this way, which you can use to power your spells and enchantments. Even extreme admiration will provide you some limited mana flow, but nothing compared to true worship...*

Remember all those races that you successfully incorporated into your empire? From now on you will be able to take the form of any of those races before starting a new jump, including the baseline racial characteristics. This can, if you wish it to, override racial choices in a jump you are going to. You have only one form of each race (or one of each gender if you have gender-switching capabilities). If you have other shapeshifting abilities, you can also change to and from these forms as often as your shapeshifting abilities work.

Oh! Lastly, it looks like one of the heroes who served as a general in your armies would like to accompany you…

Appendix of Spells

Reading this section is only necessary if you desire to get into the specifics of what spells your jumper learns.

Spells in Master of Magic are divided into six categories: Arcane, Life, Death, Chaos, Nature, Sorcery. All wizards are eventually able to develop all spells in the Arcane division, of which there are fourteen. Each of the remaining five categories has 40 spells each, divided into four categories of ten: common, uncommon, rare and very rare. The more ranks of "link" in a category you have, the more spells you will begin the game with, and the more you will eventually be able to access. Specifically,

1 Rank: You start with 1 common spell. You can inherently learn 8 of the 10 common spells.
2 Ranks: You start with 4 common spells. You can inherently learn all of the common spells, and 6 uncommon spells.
3 Ranks: You start with 5 common and 2 uncommon spells. You can inherently learn all of the common and uncommon spells, and 4 rare spells.
4 Ranks: You start with 6 common, 3 uncommon and 1 rare spell. You can inherently learn all common, uncommon and rare spells, and 2 very rare spells.
5 Ranks: You start with 7 common, 4 uncommon and 2 rare spells. You can inherently learn all spells of your link type.

Your link gives you an intuitive understanding of certain spells; these are the spells you can "inherently learn" (see next section). This is not, however, a hard cap on spell knowledge. In addition to the spells you can inherently learn, wizards sharing links of the same kind can teach each other magic (usually as an exchange). However, you must have the power to inherently learn at least one spell of the given tier to be taught spells of that tier. So, 1 rank is needed for common, 2 ranks for uncommon, 3 ranks for rare and 4 ranks for very rare. Spell scrolls can sometimes be found in ancient ruins as well, and these have the same requirement to learn as being taught a spell. If you can't use it, you may be able to trade it to one who can.

IMPORTANT: It is ***your*** choice which spells you start with. However, the rest of the ones that you inherently learn are determined ***randomly***. Meaning if you can't inherently learn all spells of a given tier, and you can't get another wizard to teach you, you might miss out on the spell you wanted most.

If you are interested in the details of your jumper's spellcasting capabilities, you can use 1d10 in repetition to determine exactly which spells you will end up with. The order in which you gain the new spells is also random, with the more common spells first, and the Arcane *Spell of Mastery* being the last. The next section goes into more detail about how casting/learning spells works.

It should also be clarified for those unfamiliar with the setting that learning the Spell of Mastery is not an "automatic win". You have to also cast it. Casting it takes a *long* time, and everyone in the world knows once you start casting it. There is generally plenty of time for an enemy to move an army to attack you.

I will not provide here a full description of every spell, but you can find those at the links given below.

List of Arcane Spells

Common: Magic Spirit, Dispel Magic, Recall Hero, Summoning Circle, Spell of Return

Uncommon: Detect Magic, Disenchant Area, Enchant Item, Summon Hero

Rare: Awareness, Disjunction, Create Artifact, Summon Champion

Very Rare: Spell of Mastery

List of Life Spells

Common: Bless, Endurance, Guardian Spirit, Healing, Heroism, Holy Armor, Holy Weapon, Just Cause, Star Fires, True Light

Uncommon: Heavenly Light, Dispel Evil, Plane Shift, Prayer, Planar Travel, Planar Seal, Resurrection, Raise Dead, True Sight, Unicorns

Rare: Incarnation, Holy Word, Altar of Battle, Angel, Mass Healing, Invulnerability, Lionheart, Righteousness, Prosperity, Stream of Life

Very Rare: Holy Arms, High Prayer, Astral Gate, Arch Angel, Consecration, Charm of Life, Crusade, Inspirations, Life Force, Tranquility

List of Death Spells

Common: Black Sleep, Cloak of Fear, Dark Rituals, Darkness, Ghouls, Life Drain, Mana Leak, Skeletons, Terror, Weakness

Uncommon: Drain Power, Black Channels, Black Prayer, Berserk, Possession, Shadow Demons, Night Stalker, Lycanthropy, Subversion, Wall of Darkness

Rare: Evil Presence, Black Wind, Cloud of Shadow, Cursed Lands, Famine, Warp Node, Wrack, Wraith Form, Wraiths, Zombie Mastery

Very Rare: Evil Omens, Eternal Night, Demon Lord, Death Knights, Death Spell, Death Wish, Animate Dead, Cruel Unminding, Pestilence, Word of Death

List of Chaos Spells

Common: Corruption, Disrupt, Eldritch Weapon, Fire Bolt, Fire Elemental, Hell Hounds, Shatter, Wall of Fire, Warp Creature, Warp Wood

Uncommon: Fire Giant, Doom Bat, Chaos Channels, Chimeras, Lightning Bolt, Immolation, Fireball, Gargoyles, Flame Blade, Raise Volcano

Rare: Fire Storm, Doom Bolt, Efreet, Chaos Rift, Chaos Spawn, Flame Strike, Magic Vortex, Metal Fires, Warp Lightning, Warp Reality

Very Rare: Doom Mastery, Call the Void, Armageddon, Call Chaos, Chaos Surge, Disintegrate, Hydra, Great Wasting, Great Drake, Meteor Swarm

List of Nature Spells

Common: Earth Lore, Earth to Mud, Giant Strength, Resist Elements, Sprites, Stone Skin, Wall of Stone, War Bears, Water Walking, Web

Uncommon: Giant Spiders, Change Terrain, Cockatrices, Cracks Call, Basilisk, Path Finding, Nature's Eye, Nature's Cures, Ice Bolt, Transmute

Rare: Gorgons, Earthquake, Elemental Armor, Gaia's Blessing, Earth Elemental, Petrify, Ice Storm, Iron Skin, Move Fortress, Stone Giant

Very Rare: Herb Mastery, Great Wyrm, Entangle, Call Lightning, Behemoth, Colossus, Earth Gate, Nature's Wrath, Nature Awareness, Regeneration

List of Sorcery Spells

Common: Confusion, Counter Magic, Dispel Magic True, Floating Island, Guardian Wind, Nagas, Phantom Warriors, Psionic Blast, Resist Magic, Word of Recall

Uncommon: Enchant Road, Flight, Blur, Aura of Majesty, Disenchant True, Spell Blast, Phantom Beast, Spell Lock, Vertigo, Wind Mastery

Rare: Magic Immunity, Invisibility, Haste, Banish, Air Elemental, Disjunction True, Mind Storm, Storm Giant, Stasis, Wind Walking

Very Rare: Great Unsummoning, Djinn, Flying Fortress, Creature Binding, Spell Binding, Sky Drake, Mass Invisibility, Suppress Magic, Spell Ward, Time Stop

Appendix on the Working of Magic

For more details on the how the magic system works in this jump.

Note that some of this is interpretation of lore not explicitly spelled out in the games, such as what makes a wizard a wizard, and some of it is interpretation made necessary by the wonkiness of game mechanics.

Lots of people in the world of Master of Magic can cast spells. Besides wizards, plenty of notable heroes can do so, as can a number of high tier normal units, and a few summoned creatures. All of these creatures, including wizards, have a well of personal power they can draw upon that replenishes over time. This well can grow with experience, but can never reach the heights needed to cast truly world-altering magic.

A wizard is separated by their ability to project spells globally, the large number of different spells they have access to, their place of power, and their unique ability to manipulate mana externally. This last one allows them to draw upon outside sources of magic, though magical nodes, worship, and to create mana through alchemy.

A **Place of Power** is the unique location where the wizard is at the peak of their power. It can be moved with time and effort, though some shortcut magic (such as Move Fortress) make the process quick and painless. It has two primary effects:

- It lets you project magic globally. Specifically, you can "see" to any battle in the world(s) where you have allied units, and cast spells as if you were at that battle. You can also target cities on the other side of the globe, for example. Projecting spells in this way is less mana efficient the farther the distance, but not to a degree that should concern the apex wizard.
- It lets you cast spells "in pieces". The place of power allows the wizard to cast spells a bit at a time, and this lets them handle spells that require far too much mana to cast all at once. Essentially, it lets you 'bookmark' where you were in the casting. In practice, this is the only way to cast global enchantments that affect the entire world, due to the huge energy requirements they have.

A **Summoning Circle** is the unique location at which fantastical creatures that you summon will appear. This does not need to be the same as your Place of Power, and all wizards have access to a "Summoning Circle" spell that lets them move it. The exception to this are combat summons, which can be summoned to any combat, but only last the duration of that combat.

Mana Flow is the amount of magic that the wizard is gaining over time. This starts with a bit of personal power based on the strength of your links, and can be added to by channeling the worship of your subjects (via shrines, temples, pantheons and cathedrals) and binding magical nodes to yourself. There are a few others buildings that add to it as well. If you have perks that give you more mana from nodes, or from worship, these increase your mana flow.

Mana Pool is the amount of raw energy the wizard currently has stored up. It has a limit, but it is very high. When the wizard casts spells, the energy is drawn from this mana pool. Also, when the wizard has enchantments ongoing (whether on cities, or units, or on the world), their maintenance costs are subtracted from this pool each turn. If there is not enough mana to maintain them, then some of them will end.

Casting Skill is the amount of mana a wizard can safely channel into actual spells in a given period of time. This affects how much mana you can use in combat, as well as casting time for larger spells (see below).

Casting time is tricky. Master of Magic suffers from the game mechanics divide inherent in this kind of game: slow time scale for building and population growth, fast time scale for combat and unit movement. We know that a wizard can cast his full skill's worth of spells in a given combat. So, the interpretation I favor is that casting skill represents how much mana you can safely handle in a *day*.

- First, spells that can be cast in combat (and you can see which these are on the wiki by seeing which have a "combat casting cost", such as **here**) can be cast rapidly, though still count against your mana use for the day.

- Spells that cannot be cast in combat in game take time to cast, and so are not practical for in-combat casting. I justify this by the fact that, in game, no matter how high your skill is you are not permitted to cast these spells in the middle of combat. If your skill is high enough to handle the full flow of mana for these spells, then they can be cast within a few hours; possibly less than an hour if it is only a small fraction of your casting skill. If not, then you will have to "take breaks" at your place of power, and cast it over several days. For context, most wizards will have a Casting Skill in the several hundreds by the end of the game, and you can compare this to the casting cost of spells.

- Some spells, as seen on that link, have both a combat cost and an "overland" cost, almost exclusively unit enchantments. In these cases, the "combat version" of the spell is quick and cheap, but only lasts the duration of the combat. The more expensive overland version takes time to cast, but then can be maintained indefinitely on the unit with a small mana "upkeep".

- If a summoning spell has an in-combat cost, but not an overland cost, this means that it can be cast rapidly in combat, but cannot be indefinitely maintained outside of combat. Earth Elemental is an example. I'm sure a clever wizard could find a way around this, though, if they were really interested in maintaining a small army of earth elementals.

- The exception to this is the "Spell of Mastery", which really *does* take the months it takes in-game to cast. You lose it at the end of the jump, so this isn't that relevant, but this is to prevent people from winning too easily using the Spell of Mastery.

Now, **mana flow** can be split as the wizard wants in three directions, so you have a tradeoff between these options.

First, the wizard can direct the mana flow to increase the spells that he has available. Essentially, the mana flow is expanding the depth of the link the wizard has, and this over time increases the spells the wizard has access to. This is the method by which you gain the spells you can "inherently" learn. The more mana flow directed this way, the faster the wizard will gain access to new spells. Some buildings such as the Sage's Guild add to the rate at which you gain new spells. The Sage Master perk increases the effectiveness of this for all spells, and many other perks boost it for individual links.

Second, mana flow can be directed to increase casting skill. The mana required to increase it grows exponentially as the skill grows [if you really want the nitty-gritty, the mana required to grow skill to level X is on the order of X^2]. The Archmage perk gives two boosts here. One, it reduces by about a third the amount of mana you need to grow skill. Second, it adds +10 skill on top (that does not count for how difficult it is to increase skill).

Third, mana flow can be directed to fill the mana pool. This mana just goes directly into the pool of magic you have available to cast. This is also where mana from alchemy goes, so that you cannot use alchemy to increase your learning of new spells, or to increase your casting skill, only to increase how much mana you have for casting. However, someone with the Alchemist skill could easily direct almost all their mana flow to the first two options, and rely on alchemy to fill the mana pool.

Appendix of Enemy Wizards

Depending on how much detail you want to put into your world, this lets you determine the specifics of wizards that you will be encountering.

STEP 1: Distribution

The first thing to do is to determine what worlds your opposing wizards are on.

By default, you should assume that 3 wizards are on Arcanus, and 1 is on Myrran, plus wherever you are. Myrran is meant to be more sparsely populated.

If you have “Is It Crowded In Here?” , then there are 5 wizards on Arcanus, 2 on Myrran, and one additional one in whichever world you select to start in.

Wizards are assumed to be evenly spread out in the starting locations, which means it will be a while before you make contact. With the “Is It Crowded in Here?” drawback contact will occur sooner.

STEP 2: Building

Randomly determine the general type of each wizard, and then you will build them to the best of your capabilities, with 1200 CP. Steps:

1. Roll 1d10 to determine the type of each wizard on the chart below, until you have one number for each wizard. If you hit a duplicate number, re-roll the die one time for that wizard. If it is still a duplicate, keep it. Once you have all the numbers, consult the table below to determine the general type of each.

2. For dual-linked wizards, randomly determine which of the three types of dual-link they will have within their type.

3. Randomly determine which of your enemies will be the ones to start on Myrran. Make a note to remove 100 CP from their “remaining CP”.

4. Randomly determine the race of your enemies by using the double-roll race generation method described in that section, using the appropriate one for the world they start out on. Pick the strategically best race for their wizard type of their two choices; do not pay for a race. If this would result in a duplicate race another wizard already has, repeat the process for that wizard once more. If this still results in a duplicate race the second time, keep it.

5. Spend the remaining CP. Do not change the suggested powers unless you believe you can build a *more* worthy adversary than the one suggested. Wizards do have their free perk (if any), even if it is not listed. Suggested skills are also shown for the “Worthy Challenge” drawback.

6. The personalities of your opposing wizards should be assumed to be influenced by their respective type. The Artificer, which would normally be the Drop-In, can be imagined as one obsessive about his creations, though his personality should not be debilitating to him.

7. Enemy wizards do not necessarily think in terms of “Winning Conditions”. Some, especially the more bloodthirsty, will be inclined to conquer their enemies, yes. Some will seek the Spell of Mastery to make the worlds their dominion. Others, though, would be happy increasing their own power and maintaining peace within their lands, without ever “winning”.

TABLE OF OPPOSING WIZARDS (Using 1d10)

(1) **Life Wizard:** Suggested 5 Life Links; Archmage; Divine Power. 200 CP remaining.
Worthy Challenge: 5 Life Links; Archmage; Divine Power; Charismatic & Famous; Bounty of Nature. 200 CP remaining.

(2) **Death Wizard:** Suggested 5 Death Links; Archmage; Infernal Power. 200 CP remaining.
Worthy Challenge: 5 Death Links; Archmage; Infernal Power; Master of Undeath; Zombies Are People Too. 300 CP remaining.

(3) **Chaos Wizard:** Suggested 5 Chaos Links; Archmage; Chaos Mastery. 200 CP remaining.
Worthy Challenge: 5 Chaos Links; Archmage; Chaos Mastery; Warlord. 400 CP remaining.

(4) **Nature Wizard:** Suggested 5 Nature Links; Archmage; Nature Mastery. 200 CP remaining.
Worthy Challenge: 5 Nature Links; Archmage; Nature Mastery; Bounty of Nature; Conjurer. 300 CP remaining.

(5) **Sorcery Wizard:** Suggested 5 Sorcery Links; Archmage; Sorcery Mastery. 200 CP remaining.
Worthy Challenge: 5 Sorcery Links; Archmage; Sorcery Mastery; Sagemaster. 400 CP remaining.

(6) **Artificer Wizard:** Suggested Artificer, Magic-Forged Arms; Runemaster; Charismatic & Famous OR Warlord. 100 CP remaining.
Worthy Challenge: Artificer; Alchemy; Magic-Forced Arms; Runemaster; Charismatic & Famous OR Warlord. 500 CP remaining.

(7) **Dual-Linked "Evil"** (Chaos & Death OR Sorcery & Death OR Sorcery & Chaos)**:**

(8) **Dual-Linked "Good"** (Nature & Life OR Life & Sorcery OR Sorcery & Nature)**:**

(9) **Dual-Linked "Schizo"** (Nature & Death OR Nature & Chaos OR Life & Chaos)**:**

- For all dual-linked, the suggested build is 4 / 5 links plus Archmage on Arcanus, and 3 / 5 links plus Archmage on Myrran.
- For "Worthy Challenge", the suggested Dual-Linked build breaks down further.
    - For Sorcery & Chaos (and similarly for Sorcery & Nature, Nature & Chaos), the suggested build is: 5 Sorcery, 5 Chaos, 1 Nature, Node Mastery, Archmage on Arcanus, with 100 CP remaining. (On Myrran, no CP remaining).
    - For the other six dual-linked builds, the suggested build is 5 each of the two links, Archmage, The Mastery/Power perk for one of the two links, and 100 CP remaining. (In Myrran, no CP remaining)

(10) **Opposition**: A Wizard diametrically opposed to you thematically. Gets an extra 200 CP. Build to the best of your capabilities.

- There may not be more than one opposition wizard. If you already have one, keep re-rolling until you get something else.

Miscellaneous Notes (For those who care about the little details)

- Companions replacing a given hero using either of the first two “Companion” perk options still require any gold upkeep that hero might have required. It is your choice whether the companion keeps and uses the gold for themselves, or your benefactor sets it aside as an end-of-jump bonus for them.
- In the game, you are limited to 6 heroes. The cap here is raised to 8, in case you have brought that many hero-companions along.
- In the original game, heroes are limited to three magic item slots each. Generally, one weapon, one defensive item, and one jewelry item. In jump, a hero can wear whatever they could reasonably wear, but item enchantments don’t stack indefinitely. Put a helmet, shield, and platemail on them if you want, but the “invulnerability” spell on all of them will just be redundant, for example.
- In the game, you need a certain number of “spellbooks” to craft different items. Ignore this here; if you can cast a spell, you can craft the corresponding item.
- Starting on Myrran, here, is somewhat underpriced compared to the in game advantage it gives you. This is counterbalanced by the fact that it does not give you any goodies to take forward to future jumps.
- While the combination of Artificer and Runemaster in game DOES allow an exploit that will let you sunder artifacts for more mana than it takes to create them, it is my recommendation, as the author of this piece, that you not allow yourself to utilize this exploit. I will not explicitly forbid it, though, because it is part of the base game.
- Magic in Master of Magic can affect both worlds, Arcanus and Myrran, which are close mirrors of each other. This does not imply that it can affect “everywhere”, and certainly not, say, an entire galaxy. Given that magic becomes more inefficient the farther you project it, casting to other planets in the solar system might be *possible*, but would require obscene amounts of power. The moon is a bit more plausible. On the other hand, if there is another version of the world which is closely linked (e.g. a faerie realm), then the magic can reach there easily.