Bartimaeus Sequence CYOA

Jumpchain Compliant

Version 1.4

By blackshadow111

Introduction

Welcome, Jumper, to yet another world of myth, magic and power! The world of Bartimaeus is much like our own, but there are certain hugely important differences. The most important of which is the existence of a parallel dimension right alongside it, a world of primal, raw energies churning with chaos, and the entities that can be drawn out of it. Ancient humans, through trial and error, found 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, as established by Magicians in an attempt to understand them. 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 discrete 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 pay 50 CP to switch. Roll 1d20+12 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 - 0 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, the owner of a small but important business, or maybe just an apprentice barely starting out. It all depends on your age and talent.

Spirit - 300 CP
Or you can be a spirit instead. Taking this origin will mean you become one of the beings of pure essence contemporary to the titular character, powerful but enslaved. You have immense strength, the power to change your shape and appearance to anything and everything your essence can sustain, 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 100 CP to make an imported companion your master. Have fun slaving around for an unappreciative, arrogant, selfish paranoid old meanie!

Barring other perks, you are Djinni roughly equal in power to Ptolemy-era Bartimaeus.

Your age roll becomes 3d1000+1000

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 Great 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, absolute, unimaginable, world-reshaping power given a tiny circular shape.

But Solomon is not the only Magician here. Beneath him sit the 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 wears the Ring.

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 - Ages have passed since Jerusalem was center of the world, and many empires have risen and fallen. The latest of these is Egypt. Much as Karnak ruled before Jerusalem rose, so too does Alexandria in the wake of that God-King from Macedon. In the Desert and around the Nile sits the mighty land, wealthy and mighty, ruled by the descendants of one of the most trusted of Alexander's generals. 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 favorite of the masses for using his skills for their betterment. 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 knowledge. And not just the usual kind of knowledge, which every Magician lusts for. He wants the knowledge of how spirits work, where they come from, everything.

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 pets 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 William 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.

Holding the power of over two marids, it a construction of Titanic power, and has smote armies and shattered cities already.

You arrive a month before the final fall of Prague.

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, from which a Resistance seeks to emerge in a small shop on a quiet street.

At home, Simon Lovelace is putting his plans in motion, assisted from behind the shadows the whole time by Quentin Makepeace, perhaps the greatest planner and chessmaster currently alive. These are good plans, but neither know that they are due to be derailed in a major way by the actions of a barely pubescent boy.

You arrive at any place of your choice in the city just as Bartimaeus arrives in Nathaniel's pentacle.

Perks

Take the 100 CP perks for your origin for free, and all others at a discount. The discount also applies to upgrades within the perk.

General

Dark Academy Adept - 100 CP: In this world, an order of assassins for hire has existed for millennia. You somehow received extensive training from this order, making you an expert in all things sneaky and deadly. You are a top-notch fighter in many fighting styles, an expert with most any weapon and bare-handedly, can sneak and steal like nobody's business.

Basically, you're the middle-eastern version of a ninja. And if you want something to show to those in the know, you get a cool crisscross scar on the back of your hand.

Planar Sight - 100/200 CP

Not just another guy/gal, are you? You now have the power to truly *see* this world for what it is, the truth of it laid bare. You can see through the various planes that sight works along in this world, and thus peel off all illusions before you.

The 100 CP version of the perk allows you to see through up to three planes, the same as what magicians can do with their lenses. This is usually enough to penetrate most guises, through not always. The 200 CP version, however, lets you see through all seven of them, which is a power humans are really not supposed to have barring exceptional circumstances.

These planes let you see the world as it really is, revealing spells and enchantments, any hidden spirits, auras of people and objects, and all the rest of the things that come with.

In future worlds this translates into an ability to see magic in its raw form, along with penetrating veils, glamours and illusions, with how clearly you can do it depending on how many planes you can see through here. If you can see through all seven, well, you can forget about ever needing to worry about being caught in an illusion. Also, it automatically grants you whatever equivalent versions of this exist locally.

Summoning- 200/400 CP (Free Magician): The magic of the world is based almost entirely on the summoning and binding of spirits, and now you can do it too! For 100 CP you're a decently talented Magician, easily on par with the vast bulk of people below Council level. This means you can summon and bind up to half a dozen Djinn, a dozen or so Imps and Foliots, and maybe an Afrit without feeling the strain.

For 400 CP, however, you're one of the greats now, as in the greatest ever, period. You stand neck-to-neck with the likes of Gladstone, Disraeli and Khaba, and the ither Juggernauts of history... or you have the potential to, one day not too far in the future.

Magicians get the 100 CP version for free and a discount on the other. In future worlds you gain an instinctive talent for adapting these spells and arts to the locals, eventually making you capable of binding them just as comprehensively as you can do it here. You can go on summoning spirits from this world just as easily, of course. You can also teach all this to anyone you like.

0/300 CP **Looks can be deceiving:** One of the many powers of the spirits is the power of shapeshifting. Spirits may take any shape they want, animate or inanimate, large or small. You have this same power. But remember that essence can only stretch so far. The size and complexity of the forms you can take without overstressing your essence is directly proportional to your raw personal power.

For the purpose of reference, a mid-upper tier Djinni was able to take the form of a giant (about twenty feet or so tall) without any particular strain. As for exotic forms with specific powers, you need to know all the intricate details about a power before you can replicate it. Becoming a Phoenix and using its speed is possible, but you need to be able to manage the drafts and the winds and so on. Similarly, you may become a lightning bolt and travel nearly instantaneously, but you need to know how to direct yourself, as this perk provides no help with that.

This perk is free for Spirits.

Drop-in

Snide and irreverent - 100 CP: 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.

I know a shortcut...- 200 CP: 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.

Lycanthropy - 200 CP: 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.

Makeshift Weaponry- 400 CP: Did you just duct-tape that magic wand together? Never mind, apparently you CAN do that. Using exceedingly mundane tools, you are able to build, repair and make improvements to items that by all rights shouldn't be possible. 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!

For an additional 200 CP, you may also make all the common magical items from this world from scratch, although you need the right ingredients. This gives you the knowledge to both acquire the materials and make them into the finished product.

What's in a True Name? - 600 CP: Names have power. A spirit knowing your name is utterly immune to any hostile effects you may try to inflict 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 or other supernatural effects used against you through your name as a basis will fizzle away to nothing. Furthermore you immediately know who, when and where the person is trying to use your name against you. If you know magic, you may utilize a form of "mystic judo" to draw out the target's own true name.

Ptolemy's Disciple - 600 CP: 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 across the setting's whole multiverse with extraordinary ease. Simply by using a pentacle and deciding where you want to go to, you can do so. How much of you gets there depends on the rules of the setting and the target plane, of course.

Lastly, any beings you encounter in such places tend to be favorably disposed towards you, exempting you from the tricks and manipulations they would immediately start working on anyone else.

This lasts until you do something to provoke them, but even then they will be more willing to listen than otherwise.

Commoner

Trade of "use" - 100 CP: 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 desirable 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).

Just another commoner - 200 CP: 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. They don't notice you, and even when they do, it wanes very quickly unless you something to attract it.

This is not all-powerful, though. They *will* notice you if you, deliberately or not, do something to attract their attention.

I know a guy... - 200 CP: You're the person with all of the connections. You have a vast, unbelievably wide-spanning network of contacts and associates, which you can use for all sorts of purposes. Arrange a theft on a magician's estate, you ask? Easy, you know a guy who has a Hermetic Mantle to get through his defenses. A Magician wants some thieves found? You know who has the best Scrying Glass in business.

You have an unbelievably amount of skill at the wheeling and dealing required for such things, being able to rapidly build these networks in all future worlds and acquire a whole host of favors before you can blink.

Also, people are oddly willing to honor these favors you rack up with them, even when they really shouldn't be.

Not just another commoner - 400 CP: 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. To put it simply, you are the last scion of a noble house of some repute, with all of the influence and the byzantine manipulations that that implies.

Blackmail, Assassinations, influence-peddling or wet work, it's all the same to you, and you are very, *very* good at it. You have to be, to compete at this level without an army of spirits at your back. Comes with a generous inheritance, an elegant country manor, a swanky Townhouse, and the utter contempt of anyone lower than you on the social ladder.

For an additional 200 CP, you gain an incredible skill at charming and soothing those in power so they're very much inclined to let you have your wealth and power. You're the one commoner no magician can bring themselves to crush, that one openly Evil Necromancer no purifying Crusades want to touch, so on.

Your planning, strategy and tactical abilities are boosted through the roof, letting you make long schemes, plans within plans that are impossibly expansive and complex, but effective all the same. You could catch whole governments in your web of lies and deceit, with none being the wiser. Your status also rises accordingly. You could buy small nations with your bank account now, and your palatial town houses and country manors now number in the dozens. All of these follow you in future jumps, of course.

Resilient - 600 CP: 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.

After this jump, this applies to the same extent to any other magic or similar supernatural energies you encounter.

Treasure Hunter - 600 CP: 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.

And it's not just limited to your presence either. You may choose to impart this gift to others on your behalf so you can do other things. You can provide it to multiple people, but it gets weaker the more you split it. Finally, you are just as incredible at sourcing things through markets. You know who to talk to, where to go, whose legs to break in order to get the rarest, more exotic and powerful items and stuff at a discount.

Spirit

Titleholder - 100 CP: N'Gorso the Mighty, the Serpent of Silver Plumes, Great One of the Ring, Nouda the Terrible... this world sure loves its grand epithets and titles. You have a few of your own, now.

Based on any achievements and adventures you have had and will be having in the future, this perk will always spawn several impressive sounding titles and names for you, always in context that the locals can understand. You may also choose which of your adventures this applies to, if you want.

These titles also carry stories with them, mentioning how you earned them, along with actual evidence if it happens to be relevant, like changes in history or folklore, though your actions never seem to have changed the setting in any kind of serious way in the present, curiously enough.

Upgrade- 200 CP(Requires A Spirit's Power for non-spirits): You're not just a Djinn, are you? No, you're *greater*. One purchase of this perk makes you an Afrit, with all of the inherent power, and the second into a Marid.

Outside this world, this perks makes you among the best specimen of whatever race or species you belong to, or go on to belong to in the future.

200 CP - **Spiritual Resilience:** You don't know what it is about you that makes you so different from other spirits, but for whatever reason, silver has no effect on you. Where it would burn others painfully and cripple them in seconds, you might as well be human(eurgh) as far as it's concerned.

In the same way, anything that would burn you or hurt you is now a mild inconvenience at the absolute worst.

This carries over in the future, covering any and all inherent weaknesses your forms may have. In human forms this means you're utterly immune to any and all poisons and diseases, except the most powerful.

Gladly donated their Essence... - 400 CP: Consuming other spirits and absorbing their essence is a tried and tested way for spirits to gain strength.

You can do the same, now. Whenever you consume another being, human, spirit or that little blue fairy, you get the full amount of their energies and powers added to your own, as if it was always yours.

For an additional 200 CP, you can do this not just to beings, but to anything and everything. Artefacts, Ley lines, everything is fair game. Also, you no longer need to completely consume them, being able to partially drain them instead. The same limits apply as to the magic quantity, though.

Breaker of Chains - 600 CP: Meh, all those spirits, getting caught in the chains of the summoning, running about doing errands for the lowly humans. So gauche. The limiting constraints of a binding aren't for you. You are now immune to just about all foreign binding/subversive 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 fails, 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 longshot at best.

Honorius the Second - 600 CP: 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.

On the minus side, you have no one to dismiss you back home, so you must stay the full time in the material world. And for the span of this jump, you do not have access to the power to shapeshift. Or, at least, not via the regular means a Spirit might use.

In future jumps, this will allow you to channel all of your powers from all of your forms in one form, without having to switch to them, or it going through any changes or distortions that it normally would. Breathe fire as a human. Fly with your bird form's wings without even showing them.

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.

This covers any contracts or simple conversations too. You can still be beaten by the very best of the best at such things, but only by them, and only up until you get to their level.

A Magician's Basics - 100 CP: Magician training covers more than names of ancient spirits and tricks and bindings to contain them. A magician needs to be able to memorize things with a glance, keep their calm while demons who were old when Eridu was young do their best to frighten their socks off, and half a dozen other things besides.

You can do all that, and do it effortlessly. Having an eidetic memory, perfect recall and a great deal of ability at multitasking, you can perform complex summonings involving five separate languages and thirty-three separate inflections all while preparing your breakfast. Your constitution is similarly improved, to be able to stand the rigors of summoning and binding demons.

A Spirit's Power - 200 CP: 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 meat-suit, but something destroyed the spirit's abilities to do this. It's effectively brain dead, and can not recover, leaving all its power for you to use.

Your body's physical abilities are boosted to ludicrous degrees with the infusion of Essence, easily matching what the spirit would have had normally. You can juggle cars, 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, just as easily as a spirit can.

The Might of the Art - 400 CP:

There are magicians and there are *Magicians*, and you're among the latter. Not only do you have a monstrous, truly ridiculous talent towards magic, learning more of it and better in days than most do in years, you also have the ability to go further into the art than anyone else.

You're a true pioneer, capable of breaking apart the very nature of the magic you learn, comprehending all its components and crafting something new out of it with pathetic ease. You can modify rituals and spells, use spirits and components in hitherto unseen ways, and in shirt, achieve things magicians five times your age and experience can only dream of. This also upgrades your actual capabilities to *use* all this magic, granting you all of the the unspeakably great stamina, patience and courage you need to truly come into your power.

In future jumps all these abilities translate equally into whatever arts are prevalent, magical or otherwise. Where it matters, you also have the magical/equivalent pool to match, be it stamina like in this world or mana or any combination thereof.

Maker Of Myths - 600 CP: 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 magical items, both minor everyday utilities and artefacts of great power..

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. You're an enchanter and artificer without peer, capable of making a device for just about anything you can yourself do, and so much more.

Another thing you can do is to create items especially design to hold beings of great power, and use their power for purposes you want. Gods, spirits, angels... you can do them all, provided they don't kill you in the process.

So *that's* what's in a name - 600 CP: Names are powerful things, the seat of ourselves and our might. By names spirits are bound and by names magicians are undone. How fortunate then that you have a gift in discerning the most valuable possession of magicians and spirits alike.

You have an uncanny ability to suss out the 'important' names of spirits, humans and everything in between, needing to only meditate on their nature for a bit, study them, until their names appears in your mind, ignoring whatever protections there may be on such a thing.

Furthermore, no one realizes that this has occurred until and unless you let them know, or use the names gained.

Items

All items are discounted for the appropriate background, and the 100 CP item is free.

Drop-in

Anti-spirit Materials - 100 CP: This is 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. These materials work to repel a spirit as soon as it comes close, as their magical powers fail against the herbs and direct contact makes their essence burn.

You may use them as part of a summoning or to protect places from spirits. If you want you may have some or all of it converted so you get a regular supply of aftershaves and cologne flavored with them, which protect your own self from spirits.

Refills itself after 24 hours of being empty.

Scrying Glass - 200 CP: 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).

Seven League Boots - 400 CP: 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.

But that's not all. This is just the speed that the spirits bound inside the boots can provide initially. You can get increasingly greater speeds out of the boots the more power you pour into these boots, simply by the measure of summoning and binding more spirits into it. The more you add, the faster you can go. The boots provide you the sensory and mental boosts you need to be able to operate at those speeds, along with strengthening your body to survive them, but only to an extent. Say two, perhaps three times the default maximum speed of the boots.

Ivory Summoning Horn - 600 CP: 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. After this 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

Book-Binding Kit - 100 CP: This is a collection of threads, glues, papers, inks, leathers and even a few gems, which will allow you to decorate, emboss or otherwise embellish a book in any way you want. They make for a truly fun set of things that allow you to do all sorts of interesting things with books. They have a more sinister purpose, though. Using this kit, you may also alter any books you can get access to for more than a few minutes. Changes depend on the time you get and your skill, and anything too big will draw notice, but a few words changed here and there, maybe a page replaced... all sorts of things can be done by clever people. And when the success of a binding or summoning relies on exactly precise incantations and rituals ... I think you can see the utility of such a skill.

Magic Weapons - 200 CP: 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 hole in the world that might as well be a black hole, so on and so forth. Respawns in the Warehouse once a fortnight or when depleted, whichever is longer.

Silver Talisman - 400 CP: This is an item made of the purest silver, excellent at repelling spirits of all kinds. It might be defensive or offensive, depending on you. A defensive example would be a silver pendant, an offensive one would be a throwing dagger. The pendant is so powerful that anything less than a Djinn can't even stand to be in your presence, and even they can only do it with great difficulty. On the dagger end, a direct hit will kill anything Djinn rank or below, and severely hurt anyone it doesn't kill. This won't harm you under any circumstances, even if you're a spirit yourself.

In future jumps, you may pick any one kind of creature with a ***well-known*** weakness to a substance. This will count as that substance against those creatures instead.

Amulet of Samarkand - 600 CP: 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 and rendering the spell harmless. Beware of knives and pointy sticks, as this does bugger all against those.

Works at your will, so any beneficial spells need not be affected.

Magician

Silver-lined box - 100 CP: 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.

Golem Paraphernalia - 200 CP: 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.

The Library - 400 CP: 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, everything you need to become a top-tier Magician, one of the absolute legends of this world.

In future worlds, this library updates with equivalent texts pertaining to the setting's system(s) of magic or equivalent, building up a truly vast store of ancient, lost and forbidden knowledge right alongside just about everything that's public in any way. This is always enough to give you the tools to become one of the topmost magicians/equivalent in the setting in whatever styles that exist, provided you put in the effort.

Gladstone's Staff - 600 CP: 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.

Companions

Each companion bought here, other than the imports gets 500 CP to be spent on their perk and item line alone. Imports have their own budget

Magicians may take one Foliot *or* two Imps for free, and have a discount on all spirit options apart from Imp.

As a benefit of being tied to you, your companions' that are spirits 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***.

Devoted Imp - 50 CP: 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.

Loyal Foliot - 100 CP: 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.

Friendly Djinn - 200 CP: 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.

Mercenary - 200 CP(Discount Commoner and Drop-in): 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. In simpler terms, this person has 'That Tickles' and 'Dark Academy Adept' already.

Magician Mate - 200 CP(Discount Spirit): 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 'A Magician's Basics' and 'Maker of Myths'.

Companion Import - 100 CP: One of your previous companions enters the world in much the same way you do, gaining a free background of their choice and 800 CP to spend.

300 CP - **Full Council:** You may import up to 8 party members at once, each gaining a background and 800 CP to spend.

Drawbacks

You can gain up to a thousand CP from here.

A Jaunt Through History +100 CP: 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. Jump-fiat makes sure you don't die of old age. And just to be clear, that's *all* it prevents you from dying of.

What Was Your Name Again? +100 CP: 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.

Faustian Mistake +200 CP(Magician only): Something went wrong. A foliot knows your birth-name. Better hope you have better luck than Faust did. For more CP, increase the spirit's rank and add 150 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.

Cut Down to Size +200 CP(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.

Suspected - 200 CP(Commoner Only)- The Resistance, a small organization of resilience-wielding people started by the shopkeeper Pennyfeather. For some reason, the government suspects that

you are a part of it. Protestations of innocence go nowhere, and while they don't just come and arrest you (they have to at least *pretend* that there is rule of law), you will be watched heavily, and every move you make will be dissected for the slightest hint of treason.

200 CP- **Too Noticeable** (Drop-in Only)- You might have had plans of minimizing your impact on the world. Of keeping your head down and just getting by. Yeah, kiss those goodbye. Anything and everything you do somehow ends up drawing exactly the wrong sort of attention. Go out for a smoke, the Resistance ends up pickpocketing you, summon a perfectly ordinary spirit and it turns out to be the one planning the Demon uprising...

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 (Can be taken up to 3 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 'Honorius the second' and 'Spiritual Resilience'

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, and you're a top priority. 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 - **Asshole Master** (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. Adelbrand's Pentacle means they can keep you in this world indefinitely, and you must follow their commands to the letter under threat of pain, death and painful death. The *spirit* of their commands is a whole other story, of course. Unless you really want the 300 extra CP that comes with enforcing that on you as well.

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.

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, or sooner if you force the issue, 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?

You may win this confrontation in two ways. You may *Take* the ring, or you may *Break* the ring.

Either way, we come to The Ring of Solomon itself. It comes in two types.

If you chose to take it, you get the original Ring. Take this, and you may use it just as Solomon, Khaba and Bartimaeus did, in that you may summon powerful spirits just by touching the ring, and by *turning* the ring, you may summon the Great Spirit himself, the spirit which is the *true* power of the ring, and can accomplish anything you see it do in the series, or anything else on the same scale.

But this version comes with its own problems, which is that every touch of the ring causes you intense pain, and using it drains your life force in proportion to whatever you do with it. You will always have an understanding of how much you can stand at any given time, but it's not pleasant, by any metric.

Or you broke the ring. In this case, you get a replica. This ring is not precisely the same, and is better and worse in its own ways. Firstly, you suffer no pain, and no drain on your energies to fuel it. But its power is also reduced.

By touching the ring, you may now summon several spirits of each type at once, but quite obviously not in the same numbers. You may summon up to Three Marids, Six Afrits, Nine Djinn, twelve Foliots and Fifteen Imps at the same time. They will be perfectly loyal to you, and will follow your orders both to the letter and the intent.

Beyond that, even though the Great Spirit is freed now, he's pretty easy going and fully cognizant of the favor you have done him. Thrice a jump, he'll show up at your call, ready to do everything he was capable of while bound.

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.

For the duration of this jump, you gain the effects of "Donated their essence...", although it works at a severely reduced rate, granting you only a fourth of the essence it normally would if you bought that perk, then it works normally. You will become smaller and weaker the more your essence is depleted, perhaps even forcing you into a smaller more animalistic form.

However, there is a silver lining. Over the course of your stay, you will be forced to eat many, many spirits to survive. And that is what you may gain from this.

While you suffer under this drawback, the energy you gain is spent mostly just keeping you alive, your very suffering in this world being a constant drain. But once you make it to the end, all of the power you took into yourself bears fruit, all at once.

The powers of the many, many spirits you have consumed blaze within you, strengthening your essence unimaginably and raising you to the rarefied heights of a Great Spirit, able to end entire cities and civilizations more or less at will. You stand shoulder to shoulder with the likes of Ramuthra himself, who was so powerful he brought the chaos of the Other Place with himself. This effect too, you may wield, but only if you wish to.

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.

Summoning and the various manipulations of essence continue to function as they're supposed to, regardless of where you go.

The 400 CP version of the **Summoning** perk places you just a shade or two below what you become with **Might of the Art** in terms of potential and mental and physical abilities, but provides none of the innovation/pioneering boosts. Taking both would put you among the top 5 absolute greatest magicians of all time, the likes of the people who crafted the ring and the amulet.

Summoning also gives you the same potential in Summoning related things in future worlds. Might does it in everything.

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 see magic, like the dresden files' Sight or other similar powers that reveal spells and powers normally invisible. Also, you may 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 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.

Attacks
All attacks are only as powerful as the user can make them, ranging from pathetic to ohgodwhy!

An **Inferno** is a torrent of fire.
A **Flux** is a mass of magic that envelops the target and creates a small localized whirlwind, throwing them about. Can break bones and dizzy minds, doesn't usually kill.
A **Void** is a pseudo-black hole. It's a tiny hole in the world, about the size of your fist, that sucks in everything around it with immense force. No one knows what happens to anything that gets sucked in.
A **Pestilence** is a vaporous attack that dissolves organic matter.