Magi: Alma Torran

By Carvin

Introduction

The story of Magi began not when the young Magi Aladdin and prince Alibaba met for the first time or even when Sinbad ventured across the Seven Seas, but many centuries before that, on a world in an entirely different space. This place was known as Alma Torran, a world populated not just by humans, but by all manner of species, from the indomitable red lions to the monstrous ogres, who waged constant war amongst each other.

In the beginning, humanity was the weakest of all the people of Alma Torran, an insignificant species who could do nothing but flee in terror from those more powerful than them. It wasn't long before humanity was reduced to a mere 500 members, hiding as they waited out their final days in caves deep underground. This changed, however, when Ill Ilah, the all-powerful god of Alma Torran, took pity on the plight of the humans, and granted them an overwhelming power over all other species – the power of magic.

Armed with such great power, these humans, now known as the Magicians, set out into the world, tasked by Ill Ilah with the noble goal of ruling over the other species to unite them and create a utopia without war. Over the centuries, though, these benevolent ideals were corrupted by the Orthodox Church: the dominant faction which ruled over all Magicians. To achieve their goals, they developed the Gunuds – powerful magical towers that controlled the other species, reducing them to mindless slaves to the Magicians.

Now, eight hundred years have passed since humanity were first granted Magic. The Orthodox Church has ruled for centuries, the other species forced to hide away in underground villages deep in the wilderness lest they have all sapient thought stripped from them and forced to labour as slaves until they die. Now, though, things are beginning to change – a group of Magicians known as the Resistance have started destroying the Gunuds, liberating the species they once helped to control. What's more, the Resistance are led by Solomon Jehoahaz Abraham, the only son of Elder David, head of the Orthodox Church and the oldest Magician alive.

You will arrive one month before Solomon and the Resistance rescues Sheba from the Gunud she has been indoctrinated into powering. With no interference, the Resistance will eventually triumph over the Orthodox Church and Solomon will steal the power of Ill Ilah, dyeing the Rukh white with his will and dividing them equally between all sapient species, ensuring that all could use magic. However, a number of Magicians, enraged by this development, will rebel, causing the whole world's surface to be scoured of life before Solomon can seal them away at the cost of his own life.

Take **1,000 CP** to spend as you wish. Maybe you can use it to change with world's fate.

Starting Location

You begin in one of the many cities in this world that house a Gunud. The tower in this unnamed city is used to control the manticores, a large, bipedal species of felines, and it is this Gunud that the Resistance will attack in a month's time should you do nothing to interfere.

Should you wish to leave from here, the Continental Rift – a seemingly-bottomless black void between continents – is just a few days away, and the headquarters of the Orthodox Church in which Elder David and his Council resides is not too distant either.

Background

Any of the backgrounds below can serve as a drop-in option, should you so wish. You may choose your age and gender freely. As even third-rate Magicians can control the degradation of their cells, age is no issue here – it's not uncommon for them to live for centuries on end, and even the elderly can still look as if they're in their youth.

Drifter

A mysterious one, aren't you? Perhaps you're just an average person who has no stakes or interest in any of this world's greater conflicts, or maybe your allegiance shifts over time with your changing ideals or interests. Whatever the case, it's not easy to definitively label you, as you don't belong to any of Alma Torran's major factions in particular. For now, you walk your own path, though there's nothing stopping you from choosing to join one at a later date, should you decide to.

Resistance

You're a member of one Solomon Jehoahaz Abraham's Resistance, a faction which opposes the Orthodox Church's control, aiming to liberate the non-humans and create a world of equality through leading assaults on the Church's forces and facilities. They're a pretty jovial and welcoming bunch, assuming they don't end up suffering any tragic losses. Assuming you don't alter events, they'll end up disbanding after achieving their goals and go their separate ways, whether they support the new King Solomon's regime or not.

Ruler

As it turns out, you aren't just any old rank-and-file soldier. No, you're one of the ruling elite, those who preside over men as lords and nobles. While not on the level of a king, you're definitely influential in the area you rule over, equivalent to a powerful mayor or provincial governor. As such, you've got a fair bit of political power, but this, of course, comes at a price – aside from the far greater responsibilities that come with your post, you're also more likely to be a target, both for factions trying to win you over to their side and attempts to remove you from power.

Orthodox

You're a member of the Orthodox Church, the religious organisation which serves as this world's dominant superpower, ruling an empire built off the slave labour of the non-humans that quashes all dissent with excessive force. Some might call them an archetypal evil empire, but you know that's far from the truth. After all, before Ill Ilah bestowed his magic upon humanity, the other species made sport of devouring humans and warring amongst each other. Wouldn't it be more irresponsible to let such savages continue their barbaric ways than to let them roam free?

Perks

All backgrounds may discount the perks on their background's corresponding perk list, with a discounted 100 CP perk being free.

General Perks

Magician – Free

Like all the major players of Alma Torran, you're one of the Magicians, the only species in the world capable of wielding magic. Like all of your kind, you possess a Third Eye – an invisible organ located in your forehead which allows you to draw Magoi (the energy used to cast magic) directly from Ill Ilah, the god of Alma Torran. As such, you have an effectively unlimited reservoir of Magoi you can tap into at any time, though the power of the magic you can output is quite limited without the use of an intermediary, such as one of the Divine Staffs.

Currently, you're capable of flinging about decent-sized fireballs or lightning bolts, creating a Borg (a sphere of solid force used to defend yourself) that can ward off all but the best mundane weapons, and controlling your own aging process to live for centuries. This limit can be increased through your own efforts, and through your own studies all kinds of more complex magics can be learned.

Fortunately for you, this perk will continue to work as normal in all future worlds, even if there isn't a being like Ill Ilah to draw from.

Drifter

Run and Hide – 100 CP

In the earliest days, there was only one tactic humanity could reliably use to survive against the non-humans: Hiding and hoping they weren't found. And really, when their enemies were their equals in both technology and intelligence while being large enough to pick you up in one hand, what choice did they really have? Though most Magicians no longer have need of these skills, it seems you have somehow inherited this area of expertise from your predecessors.

You're incredibly adept at passing beneath the notice of those more powerful than you, able to become almost imperceptible to them unless you're deliberately trying to attract their attention or they're specifically searching for you. Not only that, but you may also extend your talents to help others, namely by being able to hide structures and settlements, such that even a large castle can be so well hidden that it'll be almost impossible for your enemies to find it until they're standing right in front of it.

Treachery Most Foul – 200 CP

After Solomon usurped Ill Ilah's power redistribute the Rukh equally between all the species, many of those who had previously been loyal allies were not best pleased with his changes. They saw him as an arrogant tyrant who would force a destiny of his own design upon them, and so formed the organisation known as Al-Thamen in an attempt to bring back their old God. Curiously, despite their great numbers, not a single one of Solomon's loyalists noticed this conspiracy until it was too late.

Now, much like those members of Al-Thamen, you have become a master of treachery. Not only are you skilled at crafting backstabbing conspiracies capable of casting down kings, but those who would conspire against require will never see your betrayal coming unless prevented with undeniable evidence. If they happen to see you as a friend, maybe not even that will do. What's more, you have a fairly good sense for who could potentially be a sympathiser for your plots, ensuring that it's unlikely you'll accidentally try to recruit someone you shouldn't have.

Source of Power – 400 CP

The Magicians of this world are undoubtedly powerful, far more so than the world that will come. After all, their magical energies are supplied not by some limited internal reserves, but received directly from the almighty god who created the world. That said, however, there is one noticeable flaw to this system – it is reliant on an external source, and so any damage or changes to that source could potentially be catastrophic. Indeed, thanks to David's meddling, Ill Ilah is gradually turning from a radiant white to a dull black, and the Magoi it supplies is gradually growing impure.

But you need not worry about this problem, though. Now, none of your powers are reliant on any external sources, and as such, any external factors that could potentially affect your abilities will not affect you. Even as every other Magician

despairs when their supplies of Magoi grows weaker or becomes cut off altogether, you'll be able to stand above them all and carry on casting as if nothing had ever happened.

Arbarian – 600 CP

In a world where magic reigns supreme, many look down on the martial arts as unsophisticated and redundant. After all, what good is a sword when you can burn a man to ash from miles away? Those arrogant Magicians quickly stop laughing when caught in an isolation barrier and their beloved magical powers are stripped from them, leaving them helpless before even a peasant with a pitchfork.

You needn't worry about such petty issues, though, as you're just as proficient with a sword as with a spell, perhaps even better. You're one of the greatest swordsmen in the world, with such skill at arms that your enemies will fall before you by the horde, cut down as easily as a farmer harvests wheat, and even other masters of the blade are almost novices when compared to you. Even if all your supernatural powers were stripped away, you could take on half a dozen expert swordsmen with nothing but skill alone and likely come out on top.

What's more, you're pretty talented at mixing your magical and martial might, perhaps wreathing your blades with flame or manipulating gravity to enhance the power behind your blows to reach even greater heights of power. The only one who could claim to be your equal would be Arba, Solomon's right-hand and the future founder of Al-Thamen.

If you wish, you may choose to gain this proficiency with a weapon other than the sword.

Resistance

Not a Girl Anymore – 100 CP

Is there anything worse than being underestimated? Ok, that's a bit hyperbolic, but being constantly treated as a child despite being one of the Resistance's greatest fighters, all just because some of the other members knew you when you were a kid, has to get a bit annoying after a while. Wouldn't it be good not to suffer from such a lamentable fate?

From now on, everyone, both allies and enemies alike, will always give you the respect you deserve, never downplaying your actions or underestimating your abilities, regardless of whatever personal biases or preconceptions they may have about you. Of course, you'll have to give them reason to respect you, but that shouldn't be too hard, right? Should you for whatever reason want others to underestimate your abilities, this perk's effects can always be turned off.

Arrivederci, Apocalypse – 200 CP

If events play out as they do in canon, this world does not have long left. Enraged by King Solomon's actions, Al-Thamen will attempt to summon Ill Ilah to Alma Torran to unmake the world. Both they and their god will be sealed away, but not before all life on the world's surface is eradicated, forcing all survivors to flee to underground cities. Instead of giving up and waiting for death, however, those who remained persevered and, under the leadership of the Ugo, the last Magi, they eventually found a way to evacuate to another world.

Even if you can't avert Armageddon, you've gained a substantial talent for not only surviving in it, but creating functional societies and settlements without any of the usual problems one would associate with a post-apocalypse. Be it putting together a magic tool capable of producing endless streams of water, technological marvels able to produce oxygen from rock, or simply putting together functional rationing systems, you'll be able to come up with ways to overcome all of the most pressing shortages you'll be faced with. You need not worry about internal strife, too, for in dire situations, people will naturally flock to your leadership, heeding your words and instructions. Perhaps one day, you'll even be able to revitalise a dead world or find a way to somewhere life still flourishes.

Outside the Great Flow – 400 CP

When Solomon and his cohort entered Ill Ilah's realm, they came to understand a truth of the world that shook them to their very core: That all things are part of an absolute, inescapable flow. That all the tragedies they had suffered, all the emotions they had felt, all the lives that had ever come into being were all a part of this flow, guided by God's hands to a single, predetermined destination. That they were nothing more than insignificant pawns who could never escape from the destiny God had decided for them. For many, learning that their free will was naught but an

illusion was enough to break them, and in their attempts to deny this truth they brought about the world's end.

It's convenient, then, that this universal truth has an exception – namely, you. Of all the people in the world, only you can claim that the future is truly in your hands, and that it always will be. Destiny, precognition, divination, prophecy, and all other sorts of supernatural forces or abilities that would attempt to guide or determine your future to their own ends and diminish your free will no longer affect you, allowing you to always act unshackled by the chains of fate. Any attempts by others to observe your future will be met with nothing but failure and frustration, and curses that should doom you to a tragic fate will simply dissipate into nothingness.

You may, of course, choose to allow such things to affect you should you wish, such as if you believe you are so beloved by destiny that it would guide you to victory, or if you wished to use magic to perceive your own future.

Magic Otaku – 600 CP

It has been said that the greatest Magician of all time was not David, who created the Gunuds and tore open a hole between dimensions that let him intrude on the realm of God itself, or even his son Solomon, who could rewrite the laws of physics with a flick of his hand or usurp God's control over destiny, but a man named Uraltugo Noi Nueph, or Ugo for short. He didn't have the greatest natural aptitude for magic and was almost useless in combat situations, but Ugo had one thing going for him that no other had: He was unparalleled when it came to the theory and inner workings of magic. At least, he was, as he now has an equal – you.

While this perk doesn't grant any increase to your skills at wielding magic or a direct boost to your spells' power, when it comes to the knowledge and theory of magic, you are a genius above all others. Impossibly complex arcane formulae which would take centuries for any normal Magician to decode would take only about fifteen minutes for you, maybe less if you keep a cool head. Fields of magic that would take many years to become proficient could be learned by you in days and later revolutionised in the following months. You may even end up developing new types of magic altogether based on your theories, like the vector magic used by Solomon (and later Aladdin), or come up with arcane theories that would forever change how magic is understood, such as Ugo's theories on higher dimensions and later discovery of the Rukh.

Your understanding of all things magical also makes you a master of creating all kinds of magic tools. Not just small items like flying carpets or lightning-shooting guns, but artefacts on a far larger scale too, such as mobile fortresses the size of a city or the Gunuds, those towers which can control the minds of any non-humans within many miles and acts as an intermediary to help Magicians wield magic with greater ease. Maybe you'll even be able to replicate the Divine Staffs gifted to humanity by Ill Ilah or use them as the basis for something else, like the Metal Vessels found in a certain future world.

Ruler

Atop the Mountain – 100 CP

Despite one day coming to rule a kingdom that spanned an entire world, Solomon never wanted to be king, much less seen as any kind of deific figure. It was the opposite, in fact: He desired a world without kings where all would be equal, and only reluctantly accepted his role when convinced that everything he had worked for would fall apart if did not become king. Upon taking the throne, though, the isolation he had always felt grew, as fewer and fewer people treated him as an equal, but as a godly figure far above them.

Unlike Solomon, however, you will never suffer any of the mental drawbacks having too much power could bring. No matter how powerful you become, you'll always remain able to relate with others as if you were just an ordinary person, and you'll never feel alienated from them. No matter how great your status may grow, if you wish it, your friends and family will never change the way they behave around you, treating you as an equal instead of bowing and scraping before the unapproachable god-king you may become.

Tough Choices – 200 CP

It's not easy, being king. Sometimes, as the young Solomon found out, there will be situations where there are no good outcomes and, no matter what you choose, those who have no understanding of your decisions will decry you for your perceived evil deeds. Even if you act only with the best intentions, they will not see the great suffering you spared them from, and will focus only on the harm that inevitably resulted.

You needn't fear this, though. From now on, so long as you act with good intentions, people will not blame you for the harm or damage your actions cause, accepting that it was a necessary loss in bringing about a greater good. When you're forced into a moral dilemma, they will understand that you chose the lesser of two evils and that you had no other choice. Even if you carry out actions befitting of a cruel tyrant in the name of the greater good, they'll choose to see you as more of a benevolent dictator who's being cruel to be kind.

The King's Speech – 400 CP

Though Solomon never truly wanted to become Alma Torran's king, it was almost inevitable that he'd be forced into such a position. After all, not only was he a powerful Magician and the leader of the Resistance that was liberating the non-humans, he was also an incredibly charismatic leader. Just hearing him talking about his ideals and dreams for the future was enough to sway whole species at once to join him.

If there's anyone in this world who could ever match Solomon in this, it'd be you. You're an incredibly talented public speaker, able to deliver speeches that could

convince whole tribes or species who have been at war since time immemorial to settle their differences and fight alongside each other under your banner. Not only that, but the sheer charisma behind your words transcends language and cultural barriers. If the people you're speaking to couldn't understand a word you're saying, they'd be able to understand the gist of it your passion alone and become convinced all the same. Even translations of your words delivered by speakers far less eloquent than you would have the same effect as if you had said it yourself. Who knows, with speaking skills like this, maybe some people will start seeing you as some sort of divine figure.

Wisdom of Solomon – 600 CP

Solomon's Wisdom – a power some would come to call 'omnipotence', allowing its user to perceive anything affected by the Rukh, the bird-shaped particles which act as the source of all natural phenomena and the guides of destiny. However, since the Rukh of this world are imperceptible outside of God's realm and their existence has only been theorised, the idea of manipulating them to use a power such as this shouldn't even be possible for a good few years yet. Strange, then, that you've somehow gained access to it.

In short, Solomon's Wisdom allows you to hear the 'Will of the Rukh'. As the Rukh are the hand which controls destiny through causing every natural occurrence, from the burning of fire to conscious thought, this allows you to not only view and enter the minds of others but also view the past, present, and future of any location or person you wish.

This is not without its limitations, however – firstly, you need to concentrate and search the Rukh for the specific events you wish to view, with smaller events and those taking place more distantly in space or time taking longer to find. Secondly, even moderate uses of this power can be incredibly draining, becoming more so the more distant the event you wish to view is. Still, what's a few minor limitations like this compared to so-called omniscience?

Orthodox

Ilah's Holy Will – 100 CP

In a way, the Orthodox Church has always remained loyal to their divine task bestowed by Ilah. After all, by enslaving all the non-humans and suppressing any capacity for sapient thought, they technically did end up creating a peaceful, united world under their rule. It's a bit hard to wage war against another species if your every action is magically controlled and you don't have the intelligence to even comprehend the concept of 'war', after all.

Now, much like those founding visionaries of the Orthodox, you have become a skilled propagandist with an incredible skill for distorting facts, messages, and history to meet your own agenda. With enough time, you could even spread your warped worldviews throughout whole societies, until almost every citizen wholeheartedly believes that a prophet who preached teachings of equality in fact promoted ideals of human supremacy.

Divine Intervention – 200 CP

As a whole, Ill Ilah isn't the kind of god that regularly interferes in the lives of its creations. Indeed, it's debatable whether it's even a conscious being or, as Solomon postulated, a mere lump of unfathomable power without will. The latter would definitely go a long way to explaining the literal gaps in reality in the world it created. However, it did intervene just once, descending from the heavens to save mankind from extinction, erasing the ogres who threatened them and granting the surviving humans the power of magic. It has never intervened again, but if it were to, it would be on your behalf.

For some reason, gods and other higher powers seem to be much more receptive to your requests for aid, and so are much more likely than before to heed your prayers. The smaller in scale or easier your prayers are to grant, the more likely they will be to answer them. A simple prayer for rain would almost certainly be granted, whereas something more powerful like destroying an entire army would be much less likely to be granted. It's worth noting, though, that you'd have much better chances than almost anyone else, and those chances would likely rise significantly if you were to offer the god something in return, such as a sacrifice or favour.

Eyes on the World – 400 CP

As some of the great scholars have recently discovered, the world is made up of many dimensions, layered upon each other like sheets of paper. Most people can only perceive one of these dimensions - the 'physical world' – and will remain blissfully unaware the others and how they affect reality, such as the invisible and nigh-inaccessible 'spirit world' where Ill Ilah and the Rukh reside. A few individuals, however, have figured out how to see one more dimension aside of the physical world. Namely, the 'vector world' where the laws of physics exist. And it just so happens that you are one of them.

Being able to see the vector world grants you an innate and effortless understanding of the movements and vectors of anything you see. For example, if you saw an arrow flying through the air, you could instantly know exactly the forces acting on it, from its rate of acceleration to the air resistance and gravity acting on it, to flawlessly predict its arc, where it would land, and whether anything would interfere with its flight. With this kind of knowledge, you could easily come to wield the vector magic that was previously the domain of Solomon alone, allowing you to manipulate the fundamental forces of the world to redirect everything from bolts of lightning to gravity with a flick of your wrist.

Goliath of Intellect – 600 CP

Though Elder David is responsible for all sorts of atrocities, such as creating the Gunuds and massacring the innocent family members of the Resistance, the truth is that all of his cruelty was for a reason. For centuries, he planned and plotted, deliberately acting to set events in motion just to further his one, true goal of surpassing God. It could even be said that almost every event in Magi, both in Alma Torran and the next world, were all a result of his machinations. Naturally, it would take an unnatural level of intelligence to set such events in motion, intelligence you are now capable of, too.

Simply put, you're a genius with such staggering intellect that your thought processes are pretty much incomprehensible to normal people. You could set up far-reaching plans that span entire millennia, effortlessly manipulating people into doing your bidding without them even realising it and controlling events to culminate in a result many would consider unattainable. Your plans can even affect the world long after you had died to influence happenings in worlds that didn't even exist while you were alive, thanks mainly to your ability to predict the future. This isn't some kind of magical precognition, despite how it might seem to other people – no, your intellect is just of such scope that you can almost flawlessly predict the results of any action, and how those results will influence other events, this cascade of overlapping cause and effect gradually forming a clearer and clearer picture of the future.

Equipment

All backgrounds may discount the items on their lists.

General

Divine Staff – 400 CP

The Divine Staffs are a set of 72 metal staves, exceptional in craftsmanship, granted to humanity by Ill Ilah. Though nowadays they are primarily used to supply energy to the Gunuds, the Divine Staffs' true ability is to allow their wielders to draw far greater quantities of Magoi from God, effectively empowering their spellcasting to heights many tens of times greater than that of a Magician without one. With one of these Staffs, a Magician usually capable of shooting only small lightning bolts could instead conjure blasts which could rip through rows of heavily-armoured, flying fortresses. There is a catch, though – since a Magician's Third Eye isn't really made to handle such great quantities of Magoi, continually casting such powerful magic for more than a few minutes at a time can be dangerous to the user's health, potentially causing serious bodily harm or death if used for too long.

Aside from this primary benefit, a Divine Staff has a number of other, more minor benefits, too. Firstly, anyone who wields one will be able to wield magic using it as if they were an actual Magician, even if that person wouldn't normally have the slightest capability to cast spells, though if they do so they'll be limited to a single type of magic (one of heat, water, light, lightning, wind, sound, strength, or life, chosen when you make this purchase). Secondly, a Divine Staff is capable of emitting an Isolation Barrier in a wide area around itself – that is, a field where it is impossible for magic to be used. Naturally, though, you would be unable to use the staff's other abilities while this is in effect.

The staff you receive by purchasing this option is completely unbreakable and, unlike normal variants, will continue functioning as normal without a godly source to channel Magoi from, allowing it to work in worlds without Ill Ilah or a similar being.

Drifter

Sticky Stuff – 100 CP

Back when humanity was still at the bottom of the food chain, one of the main predators that nearly drove them to extinction were the ogres. No, not *those* ogres, but tree-sized, headless humanoids with four arms and faces on their chests. The ogres were slow, though, and so relied on ensnaring their prey using sticks dipped in a sticky syrup.

Somehow, you've managed to get your hands on an unlimited supply of this strange, syrupy adhesive substance, stored in stoppered ceramic jars as large as a person. It's incredibly sticky stuff, such that even the slightest touch will leave an average human inescapably caught, leaving them as trapped as a fly on a spider's web so long as no one else tries to free them, and even then it'll require a good deal of strength to pull them free.

Hidden Village – 400 CP

After Elder David invented the Gunuds and constructed them all across the world, the non-humans were met with a cruel twist of fate: Much like the humans they had hunted just a few centuries earlier, they were forced to flee underground to hide from a far superior foe, lest they have their minds taken from them.

What you have here is a small village of such non-humans, a settlement of a few hundred built underground in a fairly sizeable cavern, with some pretty impressive architecture to boot. This little village is entirely self-sufficient and is incredibly well-hidden from the outside world, enough that the only way your enemies would ever be able to find it is by following you there or by complete accident. As such, it makes for a nice place for you and your allies to hide when needs be.

You may choose which species from this world inhabits your village, be they the muscular, snake-haired gorgons, the intelligent, bipedal zebra-people known as the centaurs, or something else. Whoever they are, they will see you as their undisputed leader and will follow your commands loyally.

Wise Dragon – 600 CP

Among all those who live on Alma Torran, the greatest of them all could be said to be the Origin Dragons, a species of such might that even the powerful mind-breaking magic of the Magicians bounced right off them. Little is known about them, however, as not only do they live at the bottom of the Continental Rift, the inhospitable black void between landmasses, but also, for reasons unknown, there is only one left. That survivor, known only as Mother Dragon, is incredibly wise and knowledgeable thanks to being millennia older than any other living creature, and serves as a mentor and advisor to Solomon.

Much like Mother Dragon is to Solomon, in each world you too will know an ancient being which sees itself as a mentor figure to you. Their form, personality, and history will be different in each world you go to, but a few things will remain the same: They will always have an almost parental fondness for you and, though they may not always be the most capable combatants, they'll always be incredibly knowledgeable in almost all matters, with very few subjects being beyond their grasp. They'll use their vast knowledge to answer any questions you bring before them, and even if they don't know something, they'll likely still be able to guide you in the right direction to find the answer for yourself.

Another thing these mentors will have in common is that they'll always seem to take up residence in extremely isolated areas. Perhaps most won't end up living in somewhere as desolate as an empty void in reality, but they'll always be somewhere rather out of the way and difficult to reach for most, maybe living atop a tall, perilous mountain or something similar.

Resistance

Mini-Staves – 100 CP

When Solomon first spoke to the newly-liberated manticore tribe and told them of his desire to make all species equal, the chieftain of the manticores posed him a question: Could equality truly be possible if one species possessed an overwhelming advantage over all the others? While Solomon denied this, the chief had a point: The only way the non-humans could ever wield magic is by using a Divine Staff, and there were only a handful of such artefacts available, creating a significant imbalance in power.

While Solomon would eventually solve this problem by distributing the Rukh equally between all species, this here is another solution that doesn't require restructuring the universe on a metaphysical level. Within this crate are a vast number of well-crafted metal rods, enough to equip a small army with, that are based on the Divine Staffs. While they are nowhere near as powerful as the originals, being a mere imitation, these staffs all have the curious property of allowing any non-human or otherwise magically-inept person who holds one to cast magic as if they were a Magician themselves.

Like the originals, though, these staffs would allow a non-Magician to wield only one type of magic. Of course, without a proper magical education, a wielder of one of these would be limited to only the most basic of spells, but that shouldn't be too hard to sort out, right?

Dragon Mountain – 400 CP

Castles and fortresses are nice and all, but there's one fairly big problem with them – they're not exactly very mobile. This wouldn't usually be much of an issue, but if you're part of a globe-spanning resistance movement, it would be rather inconvenient if your headquarters were limited to one place. Thanks to the designs of Ugo, though, the Resistance were able to get their hands on a moving fortress, and now, so have you.

This fortress is a mountain-sized magical tool, taking the form of a giant metal dragon with a citadel built upon its back. Capable of both walking and flying with equal ease, it can cross any terrain with ease, and inside it has the facilities to support a small town's worth of inhabitants. Should you feel the need or become stationary or a bit more inconspicuous, you can have it burrow under the ground to leave only the fortress on its back visible.

Aside from being able to fire destructive beams of light from its mouth, this metal dragon doesn't have much in the way of weaponry, though its defences more than make up for this, being sturdy enough to shrug off all but the strongest magics thrown at it. Oh, and you needn't worry about fuelling the thing with Magoi, either – unlike the original, this version is more than capable of continually powering itself in all but the most energy-intensive of circumstances.

Resistance 2.0 – 600 CP

For all the good that Solomon's Resistance did, the organisation itself had a number of flaws. For one, many of its member Magicians used its influence to further their own personal gains, inciting wars and hatred among the liberated non-humans to accrue wealth and power. In the end, it turned out that many of the Magicians weren't all that loyal to Solomon's cause in the first place, joining the newly-formed Al-Thamen and betraying him on the day of his coronation by destroying all he had worked for.

Now, you've become the leader of an armed resistance faction of your own, consisting of many hundreds of battle-hardened warriors drawn from various non-human species as well as a core of a few dozen well-trained Magicians, a few of which will have powerful artefacts such as Divine Staffs. Though every member is a very capable fighter, they're equally skilled at stealth, subterfuge, guerrilla warfare, and all the other underhanded tactics a resistance movement might use. Of course, it wouldn't do for this faction to be homeless, and so you'll find it already has about a half dozen well-hidden and fortified bases scattered around your areas of operation.

Unlike Solomon's, you can be assured that the members of your resistance will remain completely loyal to you no matter what you do or what your motives are, and will carry out your commands without question. The general populace's opinion of this faction will also start off fairly good too, allowing you to more easily find sympathisers get aid from them so long as you don't start committing atrocities left and right or threaten their wellbeing.

Ruler

Royal Regalia – 100 CP

Sure, you might be a mighty ruler whose name is known throughout the lands, but if you don't look the part, nobody's going to take you seriously. Any real king knows the importance of ostentatious displays of wealth, be it in lavish banquets or the way they dress, and as it happens, you've received a little something to help you with the latter.

What you've received here is a vast collection of the finest clothing and jewellery in all the lands, all made in Magi's distinctive Arabian Nights-inspired aesthetic, from robes of the most expensive silks to rings and bracelets made from the rarest of precious metals and gemstones. If sold, you could likely earn a hefty fortune from the collection you've gathered, but not all of the pieces here are merely for show. A good number of them are moderately-powerful Magic Tools carrying useful enchantments, such as necklaces that can store Magoi for later, robes that confer a resistance to fire upon you, or rings which can be activated to cast a variety of minor spells. There's nothing major here, but they'll likely come in handy every once in a while.

Air Fleet – 400 CP

The magic of this world is far more advanced than that of the next, and little demonstrates this more than one area. In the main world of Magi, the best sort of Magic Tool they have for flight are flying carpets, and those are exceedingly rare. In Alma Torran? They have armadas of heavily-armed flying fortesses. Usually, only the Orthodox Church would have access to these, but it seems an exception has been made for you.

You now own a whole fleet of these arrowhead-shaped airships, numbering about a dozen in total, each larger than an aircraft carrier and appearing far more futuristic than something in this world should be. Aside from each being large enough to carry a small army and armed with cannons capable of firing off enormous blasts of fire and lightning. Not only that, but they're also capable of emitting the same kind of mind-destroying waves as the Gunuds, able to turn those without strong wills caught within into mindless slaves, though the waves they emit are nowhere near as powerful or far-reaching. Be warned, though, that they're not the sturdiest of things.

Cathedral District – 600 CP

The Cathedral serves as the headquarters of the Orthodox, though its name is incredibly misleading. It's more of a whole city unto itself, filled with countless towering spires, with an enormous palace complex at the very centre which serves as the home of the Elder Council and David himself. However, it also wouldn't be inaccurate to say that its function as a city is secondary – its true purpose is to be a Magic Tool of unmatched proportions, the only one of its kind, at least until you came along.

You too have become the ruler of a city similar to the Cathedral. On a merely physical level, it's a worthy capital for any empire: Even the smallest buildings are constructed with stunning architecture, the wall that encloses it is perfectly circular and strong enough to rebuff almost any terrestrial foe, and the palace at the centre, your personal residence, is the height of luxury. The citizenry want for nothing and heed your words with zealous obedience, though, as mentioned, these things are only secondary matters.

The true draw can be found within the great sanctuary at the apex of your palace complex – a dimensional distortion opening up to a realm of pure magical energy which, conveniently enough, only you can see or sense in any way. What's more, the city has been constructed for the sole purpose of allowing you to tap into this distortion as an energy source. So long as you remain within the city's walls, you may draw energy from that dimension to gain access to an unfathomably-deep well of magical power, empowering your magic to heights otherwise impossible within this world, even when using a Divine Staff.

If you wished, you could also make use of the anomaly's energy to power all sorts of Magic Tools and devices that would otherwise be too energy-intensive to be feasible. One such tool has already been installed, allowing you to project a nigh-impenetrable dome of magical force over the entire city at the flick of a switch, making defending the whole place a breeze.

Orthodox

Little Black Jellyfish – 100 CP

Ill Ilah ended up suffering a rather ignominious fate. Once an omnipotent god who shone a pure and radiant white, its lustre slowly faded as David stole its energy, eventually turning a pitch black as it was eventually usurped and cast aside. Though Al-Thamen would attempt to resummons their god again in both this world and the next, it was eventually reduced to nothing more than a pet for one of its creations who had surpassed it.

By purchasing this option, you've received a very nice fish tank about the size of a desk, within which lives a number of different plants and fish. The main attraction, though, is the pitch-black jellyfish which floats about aimlessly inside, seemingly never doing much of anything except occasionally creating a microscopic swirl of black energy that quickly dissipates. This jellyfish is Ilah in its final state (or at least an indistinguishable copy of it), stripped of almost all of its powers and continually trying and failing to create a new, tiny universe as its purpose dictates. Aside from being a pretty low-maintenance pet, it doesn't really have any immediate benefits for you, though I'm sure a neutered former god could make a rather useful research subject.

Gunud – 400 CP

It can be said that there were two major developments that shaped how Alma Torran is today. The first was the introduction of magic to the humans, turning the world's weakest species into one of the strongest. The second was Elder David's invention of the Gunuds, which definitively placed Magicians atop the world's hierarchy and paved the way for the Orthodox's world domination.

For whatever reasons you may have, you have now come into possession of your own Gunud. Taking the form of a rather plainly-decorated stone tower in the shape of an obelisk, this tower serves the same purpose as all of its kin – namely, emitting waves of mind-breaking magic that steal the intelligence of all but the most powerful of species and bind them to the will of the tower's controller.

However, this particular Gunud has a number of benefits over a usual variant. Firstly, while a normal version would affect all non-humans indiscriminately, this one can be made to selectively affect or exclude certain species from its magic depending on the criteria you set. Secondly, your Gunud doesn't require draining brainwashed children of their Magoi until they die to function, instead being fitted with an engine that allows it to power itself. Of course, if you're the type that prefers to unnecessarily sacrifice children, you're free to continue using them as a power source if you wish.

Since Gunuds tend to be very high-value targets for certain pesky rebels, your particular tower comes with a small contingent of Magicians and mindless non-humans to protect it from. Though they won't be able to fend off any truly strong assailants, they'll go a long way to ensuring its safety from more general threats.

Elder Jumper – 600 CP

The average member of the Orthodox Church is, to be honest, little more than a brainwashed fanatic, wholeheartedly convinced by the warped dogma concocted by Elder David and more than willing to martyr themselves to further his divine agenda. While you're fortunately likely to be a fair bit more rational than the rank-and-file, your current position might leave a lot to be desired, as those low on the totem pole tend not to have very much actual power.

You're not some low-ranking member of the Orthodox Church anymore, but someone much more important – you're a member of the Council of Elders, the governing body of the Orthodox Church, and among them your status is second only to Elder David himself. As the Orthodox serves as both a religion and a theocratic empire, this naturally gives you a great deal of power over matters both spiritual and secular, allowing you to influence policies towards you own ends and guide the daily lives of those who follow you. You'll also gain access to a not insignificant number of secrets, both of a magical and metaphysical nature, known only to the leaders of the Orthodox, and so long as you don't do anything monumentally stupid, you'll be pretty widely beloved by your faithful subjects, too.

In future worlds you visit, you'll possess a similar position to this, becoming a leading figure in one of the world's major religions.

Companions

Friends Both New and Old – 50 CP each/300 CP

You may bring one of your current companions into this world. They gain a free background, along with all of the associated free stuff and discounts, plus 600 CP to spend on perks. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance and personality.

If you wish to import a full cohort of eight companions, it costs a discounted price of 300 CP.

Canon – 100 CP

You get the chance to make any one character that appeared in the Alma Torran arc of Magi a companion, be they a Magician, one of the 72 chieftains who would one day become Djinn, or someone else. Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

Drawbacks

There is no limit to the number of drawbacks you may take, and all drawbacks are removed at the end of this jump.

Vocal Tics, Aru - +100 CP

Before she became, like, an architect of genocide, Falan was a very different person, aru. She was, like, totally bubbly and had some strange speech patterns for some reason, aru. Perhaps she was trying to be, like, cutesy or something, aru? It seems like you've, like, taken after her, as every sentence that comes out of your mouth will now contain some odd vocal tic, aru. Aside from making hiding your identity, like, totally impossible, most people will end up finding your speech pretty damn annoying instead of endearing, aru. Hopefully your friends will, like, be able to put up with you, aru.

Brother's No. 1 Fan - + 100 CP

You know what they say: Love is blind, and no one exemplifies this more than you. You've become completely and utterly besotted with a certain character to the point of an unhealthy obsession. Nothing pleases you more than being noticed and praised by them, making you take on more and more daring endeavours to earn their approval, and if it seems like their attention is drawn away by someone else for even a moment, you quickly become distraught.

Though you can't choose which specific character you've fallen for, it's guaranteed to be someone who matches your sexual preferences.

The 57-Year-Old Virgin - +100 CP

Despite being over half a century old and the world's foremost expert of magic, Ugo has never had any luck with the opposite sex, a curse you too seem to share. Outside of purely work-related interactions, you're completely hopeless when it comes to the opposite sex. Anything less formal than a business meeting will leave you anxious, jumpy, and overall, completely socially inept when dealing with them, making it incredibly difficult for you to hold anything resembling a decent conversation.

Low-Magic Setting - +100 CP

It seems something's wrong with your Third Eye, since magic never seems to come as easily to you as it does to others. Compared to other Magicians, your magic is much weaker, harder to control, and more taxing on your body, making even a moderate amount of spellcasting very exhausting for you, and it takes much longer than it should to make any sort of improvement to your magic or spellcasting knowledge. Hopefully you've got some other skills to make up for this.

A Tyrant, Allegedly - +200 CP

Your reputation precedes you, Jumper, and not in a good way. Wherever you go, people seem to know who you are, but only the worst ne'er-do-wells will ever have anything resembling a positive opinion of you. Your actions always seem to be misconstrued in the worst light possible, leaving most people thinking you're some kind of monstrous madman even if you're acting with only the most benevolent of intentions. Fortunately, most people will still listen to reason and can be convinced that their initial impression of you was wrong.

Indoctrinated - +200 CP

By taking this drawback, not only do you completely believe in all of the Orthodox Church's teachings, such as the inferiority of the non-humans, you take it a step beyond most – you're a total fanatic, unable to be swayed from your dogmatism. You believe that defying the Orthodox is the same as defying God, with any who commit such deeds deserving nothing short of death, and that Elder David can do no wrong. So fanatical are you that you'd resort to martyrdom just to further what you believe to be God's will.

Non-Human - +200 CP

How strange. It seems you're not, in fact, one of the Magicians, but instead a member of one of the many non-human species that inhabit Alma Torran. While in other worlds this may be seen as an advantage, here it is anything but. By becoming a non-human, you've become much more susceptible to the Gunuds' brainwashing magic, likely forcing you to stay far from any population centres. If you were to somehow retain your free will, the Orthodox Church will still view you as a mere animal, and, if you come to their attention, they'll do their best to ensure you're either enslaved by them or dead. Even without the Orthodox to worry about, you still have to worry about other non-humans too, for hatred and outright war between the species is pretty commonplace.

You may freely choose which species of non-human you become, though you may not become a Red Lion or Origin Dragon with this option. Taking this drawback also locks out the benefits of the 'Magician' perk until after this Jump is over.

Person of Interest - +300 CP

Unfortunately for you, it seems that your otherworldly nature has come to the attention of a certain David Jehoahaz Abraham, the world's most powerful Magician. Seeing you as a potential threat to his plans, he'll stop at nothing to see you dead and erased from the great flow. By taking this, you can expect the whole might of the

Orthodox Church to pursue you, and if that's not enough to ensure your demise, David and the rest of the Council of Elders will personally try to hunt you down, too.

Goi of War - +300 CP

Well, this isn't good. For the duration of your stay here, all of your powers, perks, and equipment from other jumps will be inaccessible to you, including any access to your Cosmic Warehouse. Hopefully you can make do with what you've purchased.

Ending

It seems it's already been ten years. What will you do next?

Go Home

For whatever reason, you've decided that this will be the last world you visit on your chain, instead deciding to return to where you started from – home.

Stay Here

Perhaps you've seen Solomon's dream through and managed to create a utopia in the truest sense of the word, or maybe you've made too many friends you can't leave behind. Whatever the case, you've decided to end your chain and settle down in this world for the remainder of your days.

Venture Forth

You've been here long enough and, whether you enjoyed your stay or not, you've decided to move on to whatever comes next.

Notes

- For the purposes of this Jump, the Alma Torran arc runs from chapters 215 to 237 of the original manga.
- **Imports**: If you'd rather import an existing item you already possess instead of getting a new one for any of the equipment options, you may do so for free.