

Children of the Lamp

Introduction

Yer a Djinn, Jumper. One of the famous and infamous beings that grants humans 3 wishes, transforms into smoke, can be trapped in bottles and is overall a source of wonder and dread. This world is like the world you most likely know. It doesn't differ too much from modern day earth, at least not if you don't look deeper. Most humans aren't aware that behind the scenes of the mundane world a great and constant tug of war between the evil tribes and the good tribes of Djinn is going on. This struggle has been going on since time immemorial and decides nothing less than the overall bad luck and good luck in the world. You see humans were given dominion over the earth, angels dominion over the heavens and djinn dominion over the place in between. That place being fate itself. Djinn are the rulers over fate, luck and probability, being able to actively influence it with their powers as well as being tasked with keeping the balance of it in the world in check. The evil tribes try to sow bad luck and misery wherever they go and the good tribes try to spread luck and happiness. Of course they each try to foil each other's plots.

All this leads to some sort of homeostasis of obtainable overall luck in the world. Which means that things never get too bad, but also never too good. The good djinn actively work on this balance as too much luck in the world would have catastrophic consequences. Just think about a world where everyone would immediately get what they wish for. While the bad Djinn really don't care and just want to bring the world to ruin.

You may have only recently discovered that you're a supernatural being, like the young Djinn John and Philippa Gaunt, the main protagonists of this book series, or you may be a powerful and experienced Djinn yourself, like the childrens uncle Nimrod. In any case you're expected to spread luck or misfortune in the world, depending on your further choices, to the best of your abilities (or at least try to prevent the other side from reaching their goals)

While these are children's books and the protagonists come out of each adventure relatively unharmed due to their innate luck, which is indiscernible from plot armor (the same really can't be said for several side characters who often suffer death or worse fates even though many of them should also profit from their innate djinni luck), the challenges you might face here and the adventures that they lead to will generally be rather dangerous and more often than not literally decide the fate of the whole world.

You will spend 10 years in this world.

No spending just a few subjective months in a bottle and have 10 years pass on the outside

Take **1000 choice points (cp)** to help you survive

Age and Gender

Roll **7d8+7** for your age or choose for free. Keep the gender from your last jump or change for free.

Location

You may freely enter any place on earth as long as it isn't some hidden or protected city or location like Iravotum, the realm of the blue Djinn beneath Babylon, Shangri-La or any similar place. You'll have to earn your right to enter these spots by going on a good old adventure.

Race and Faction

Djinn -variable

You're a Djinn or a genie (although only the uneducated and the rude will call them that). You are magic being made of smokeless fire. One of the guardians of fate. Biologically you don't differ too much from a normal human, and you're even able to procreate with them. Djinn do have some biological quirks however: They age much slower and can become up to 500 years old. They are highly resistant to heat and even immune to most normal fires. There's other less important stuff like an immunity to snake venom, but the most important thing is that you can cast magic and grant wishes.

All Djinn magic and wish granting relies on the direct manipulation of probability/fate/luck. You have the power to influence probability on a great scale through the use of your power. Basically anything that is in any way conceivably possible (and many "impossible" things) can be accomplished if you visualize it, will it and spend energy on that wish.

As a side effect of this power every Djinn has a passive effect on fate, probability and luck, bending it to their purposes depending on their overall degree of power. Basically you'll be extremely lucky just by being a Djinn. It would be normal for you to pick up a set of 7 six sided dice and constantly throw 5 sixes and 2 fives or fours (less if you're a young Djinn)

Each time you use your power a little bit of your internal magical flame which is your life force is consumed until there's no power left. That is one of the reasons why djinn don't like to grant wishes too often and why older djinn tend to not use their power that much. Each average wish granted would result in the loss of a day of their life for a middle aged djinn. Once all the fire is used up, their lifespan is reduced to that of a mundane human and they become completely mundane.

As they're beings of fire, Djinn powers are greater in hot climates and are diminished in colder climates. While young Djinns can't even use their powers if it's freezing, older more experienced djinn still have access to their powers, but to a lesser degree.

You can choose between two factions: **Good** and **Evil**. The different Djinn tribes of varying degree of power and influence all fall within these two categories. The good tribes aim to spread luck and wellbeing around the world and the evil djinn want to increase bad luck and misery.

The various djinn tribes differ in whether they work towards good or towards evil, and how generally powerful and prestigious their respective tribe is, as denoted by the different price classes.

By selecting a tribe here you are also selecting your general moral alignment and are expected to work toward the goals of your faction.

Good djinn tribes:

Jann -free

Jinn -100

Marid -200

Evil djinn tribes:

Ghul -free

Shaitan -100

Ifrit -200

Human +200

Beings made of earth. Lords of the earth. As a human you don't get any Djinn powers and you also get no discounts on perks, if not specifically stated, no matter what your personal moral alignment may be. You do however get a +200 cp stipend for the item section only as well as being entitled to the described discounts there.

Perks

You can get a 50% discount on perks in your factions list.
Discounted 100 cp perks and abilities are free.

General

Not discounted

Djinnverso master -100

You are a perfect bluffer with a great poker face. Perfect for a game of djinnverso and other situations.

Silent wish -100

No need for speaking focus words or other incantations out loud. Merely thinking it with true intent will make the magic work.

Perfect memory -200

You've got a perfect memory and recollection for every event in your life. You even remember your own birth! (Though you'd rather not).

Big brained -200

You're a plain old genius. You're incredibly smart and able to pick up knowledge like a sponge even without the use of any Djinn powers. Your ability to understand incredibly complex concepts, problems and mathematical formulas is astounding and of course very useful. You do have a slightly larger cranium than the average person. You won't immediately stand out, but people will register it if they look at you a bit longer.

Subconscious control -200

You have at least 2 independent streams of consciousness or unconsciousness, which will allow you to manage and regulate your supernatural powers while you do other stuff. You could fly for hours with a whirlwind created and steered by your powers while reading, sleeping or watching tv.

Cold immunity -200

I don't know how this happened. Maybe your mother was a fire elemental or your father was a desert demon, in any case you gain an immunity to even extreme cold temperatures as your body temperature refuses to fall below the healthy 101.6 degree Fahrenheit normal for a djinn. This will mean that your powers will work perfectly in whatever weather and climate. For an additional -200cp none of your powers can be weakened by any adverse outside effects.

Magus-300 (discounted for human)

There is more than just Djinn magic in the world. There's number-magic and demon summoning, there's mysticism and a myriad of other ways to bend the universe to your will, meaning one thing: magic. You are well versed in the occult. You know the strengths and weaknesses of several magic races including djinn and you know a thousand strange and esoteric rituals, from channeling the powers of mundanes, to temporarily resurrecting the dead to forming golems with djinn spit, creating amulets of great power, hypnotizing people and even naive djinn etc. With this you may not win a straight up fight face to face with a djinn, but with a little bit of prep time you may be able to best, trick and trap one nonetheless. In future settings your knowledge of the occult will be similarly deep and vast, making you one of the most knowledgeable fellows regarding the supernatural in every setting.

Third eye -300

The third eye, the rare ability to peer into the future or in your particular case look into the future with eagle eyes. Your level of detail regarding the near future is impeccable. You can accurately predict what someone is going to say next, who is going to sneeze in 5 seconds and who is going to scratch his left earlobe in 15 seconds and so on. The major events of a person's future life also seem quite clear to you, including your own. Prophecies regarding world spanning complex events are a little bit more hazy and the exact details of how this prophecy will be fulfilled can be wrong or misleading. This can be a great gift and often a great curse. Luckily you are able to close and open your third eye at any point or narrowly focus your view to a certain distance, so you aren't constantly bombarded with visions of the future. How fixed exactly the future is, will often depend on how great your ability to influence fate is. If you have no power over fate you'll be rather powerless to stop what you see. Be very careful: often trying to change fate will only cause you to fulfill it.

Irreversible -300

It is a general rule that a wish granted by a djinn can only be undone by that djinn itself. While Djinn magic and normal control over probability may be countered by the power of another djinn, if this power is enacted by a form of wish granting, it seems to be protected from interference and direct undoing. A human transformed into an animal by a djinn can't be changed back by another djinn. Great and arduous circumventions have to be enacted by other Djinn to undo most of the harm (or good, if you're an evil djinn) caused by another Djinn's wish granting. With this perk all of your magic can't be removed by others once fully enacted. Only you have the power to break your own spells, bindings, magics etc.

The fourth wish -300

Like the blue Djinn you have the unique power to undo wishes and magic of others, even if apparently impossible. The greater the magic the more of your own power you have to invest to break the spell of course, but there's no magic and no wish that is safe from undoing.

Enlightenment -600 (discounted for human)

Like the great Fakirs of the past you became truly enlightened through rigorous training, self discipline and meditation. Your control over your own body is astounding. You'll be able to ignore all pain and discomfort. You can go extended periods of time without food, water, air and sleep. You may even pass centuries buried in suspended animation. Similarly to your body your mind is a true bastion, immune to even the possession of a djinn, if you don't actively invite them in. You are able to communicate telepathically and sense a great number of things around you that you just couldn't experience with your normal senses. You're able to divine both past and future (although the last one rather fractured).

Finally you've learned the 5 great truths of the universe, like the great Tirthankar of Faziabad himself, giving you insight into the fundamental nature of reality itself. One truth had already been revealed to the world as the basis for Einstein's theory of relativity. The other 4 truths will be something similarly world changing, like a mathematical proof for the existence of god. Knowing all 5 truths basically means holding the holy grail of both science and (ontological) philosophy. Knowing these truths will obviously also enable you to influence nature greatly, either through technology or your own (potential) ability to directly control the forces known to you. This will update in future settings so while local metaphysics may change you will still hold the knowledge over the fundamental nature of reality there.

Blue djinn of babylon -600

The Blue Djinn of Babylon is an extra powerful Djinn and the judge and officiator between the two tribes. As she's the incarnation of Ishtar, the original blue Djinn, she gets more powerful each generation. That means that the current Blue Djinn now wields the power of several generations of Djinn. For you that means that with each new "generation", meaning every new jump or every 10 years, whatever comes first, you'll gain the power of your previous self added to what you already have in your current "reincarnation". Meaning if you were a djinn, each generation you'd gain the power of all those previous generations added to your base state (so if you've gone through 5 generations/ 50 years you'll have the power of 6 Djinn working together). This perk only gives you this potential for growth of all your powers with time and not the current power of the blue Djinn, nor her role as the official and only supreme court judge of the Djinn world.

Good**Childlike wonder -100**

You've got an inextinguishable sense of childlike wonder and genuine curiosity in all manner of things. This will make it much easier to learn new things and it will make you also endearing in a way that will lead others to gladly help you in your quest for knowledge.

Riddle me this Jumper -100

You are generally pretty smart, but you especially excel in solving riddles and puzzles. This will be a pretty valuable skill during your time here as most of these adventures include treasure hunts and hidden messages, riddles and puzzles.

Escape artist -200

While all Djinn are naturally lucky, for you this is especially true when it comes to traps. You have a knack of avoiding close situations where you might be trapped in some way and even if trapped successfully you will always escape somehow. The universe will align itself so that you can. While this perk won't guarantee that you can never be contained for longer periods, you will find that it's almost impossible to keep you contained for more than a year even with the most meticulous and elaborate traps and containment procedures.

Interesting times -200

Life is an adventure jumper! You'll find out that your life and the lives of those near and dear to you will never get boring, never stale and never just fall into the same old routines. This won't mean that your life will always be pure chaos, no. It merely will bring spice to your life. Your idea of what an adventure is can change and so will the consequences of this perk: While at one point you might find being a djinn and going on worldwide treasure hunts adventurous, you may find that a quiet mundane life with a loving family is all the adventure you need.

Change for good -400

Wishes are a dangerous thing. You may grant a noble wish with the best of intentions, both of you and the wisher, and you may still end up with widespread chaos and a myriad of unforeseen consequences. However your passive luck will work in a way to somehow always guarantee the best possible outcome for a wish for both you and the wisher. It will also limit the amount of truly catastrophic butterfly effects. So you can assume that the wishes you grant won't have any undesired after effects and consequences that might haunt you.

Works on your general use of powers as well, independent of use of it in the form of a wish.

Twin trouble -400

You may be a twin or you may not, I don't know you. In any case there is some person close enough to you that you may designate to them the role of being your twin. By doing so you two share an unique connection that will make you be able to share emotions over long distances and have a great boost in all your powers, whether they be passive or active, when both of you are near each other and/or working on the same thing simultaneously. Two young twin Djinn together would have the luck and power of a powerful adult Djinn which neither of them would have individually.

Luck -600

Whatever luck you already have or will have is now multiplied by a manifold. Even a normal human could be as lucky as a young djinn and consistently throw 4 Sixes in a game of 7 dice. As a Djinn you'd be incredibly comically lucky and as a side effect you're also much better in using your Djinn powers, which are related to the manipulation of luck, so that you need minimal lifeforce to fulfill great wishes.

Homeostasis -600

The good Djinn realize that too much of a good thing is a bad thing, that's why they actively work on maintaining the homeostasis. You will find that whatever status quo/ the state of affairs/ the way the world works you work on preserving will be much more resistant to internal breakdown and outside interference. Even if you change a previous status quo the changes you make will become much more thorough and permanent.

Evil**Monkey paw -100**

You have a great talent to find the flaws in even the best and most elaborately worded wishes, rules and stipulations and know exactly how best to exploit it. Great for escaping contracts, tricking enemies or those that think you owe them and generally useful for "hilarious" pranks.

Monstrous aspect -100

Through use of your Djinn power you enhanced one aspect of your physiology to a monstrous degree. Be it a singular extremely strong arm or a foot long rough tongue you could torture people with. This aspect can be hidden so you don't stand out, but you'll be always able to access it, regardless of your other powers working or not.

Trapped -200

You have a skill for leading enemies into traps. You know how to trick them expertly and even the smartest and most experienced Djinn may fall for the old "do you think you can fit in this bottle" trick by playing with their expectations, leading them on false trails, sowing misinformation or just appealing to their ego.

Lazy or smart? -200

Some may accuse you of being a bit inactive or even worse: lazy. What these people don't realize is that you are merely delegating your nefarious deeds to automated processes. Want to spread bad luck and misery, but don't want to use up all your power? Just start running all the Casinos in Las Vegas. Want to get rid of some pesky kids? Hire a Djinn Hunter. You know how to perfectly delegate to other professionals and how to set up processes that allow the maximum return to your investments without much use of your power.

Change to ruin -400

Wishes are a dangerous thing. Someone good Djinn may grant a noble wish with the best of intentions, both of him and the wisher, and he may still end up with widespread chaos. Your passive luck will work in a way to somehow always guarantee the best possible outcome for you and the most miserable outcome for the wisher. It will greatly enhance any potential catastrophic butterfly effects that might be the result of that wish. A good intentioned wish for New Yorkers to stop eating foie gras may very well end up causing a rocket launch failure, a massive volcanic eruption and the incineration of an enemy Djinn through a convoluted (and badly written) series of rube-goldberg like events.

Works on your general use of powers as well, independent of use of it in the form of a wish. Always causing massive negative after effects for others while still working out in your favor. Can be turned off at will.

Lone wolf -400

If you want something done right, do it yourself. While delegating your tasks to others has its purpose, there's just no one as good as you are. Whenever you have had enough of the (comparative) ineptitude of your underlings, companions, children or whoever else is working for and with you and you step up to the challenge...things get done. Whenever you actively step in and single handedly put a plan into action and oversee it everything will run extremely smoothly. Intricate and complicated tasks that should require entire groups of people to pull off can be accomplished by yourself alone.

Anti-luck -600

You are able to bring misfortune wherever you go. You can actively lessen the luck of others and even people with great luck, such as other Djinn, fate at their side or literal plot protection won't be safe from your wrath. You can actively turn down your anti-luck aura so that you may not cause mass car accidents and other chaos wherever you go, while still targeting singular individuals or groups with your luck/fate corroding effect.

Disorder -600

The good Djinn try so desperately to maintain the homeostasis, because too much of a good thing can be bad. You know what's also bad? No good things at all anymore. As far as evil is concerned the only thing standing in their goals order/the homeostasis itself. You are chaos however. You are change. You will find that whatever status quo/ the state of affairs/ the way the world works you work on tearing down will be much more likely to suffer from internal breakdown and be more malleable to outside interference. Every effort you make to bring change will be much much more successful therefore.

Items

You can get a 50% discount on 2 items per tier up to the 600 cp tier. You gain a single discount for the 800cp tier.

Discounted 100 cp items are free.

You may freely import any items as long as they are relatively similar in form and/or function.

Money -free

You really don't have to worry about money anymore. Everyone important in this setting, which is to say every Djinn of course, is filthy rich. Even the weakest Djinn can just conjure up whatever they need, including money. You start off life in this and every future jump as part of the highest middle class at least, even if you're from a weak Djinn tribe. If you really want to be obscenely filthy rich, you can just use your powers.

Lamp -free

A comfortable lamp of your design. Its interior, which is of course much more massive than the outside would suggest, is already nicely furnished with working utilities, tv, a massive library, kitchen and pantry, three bathrooms and basically everything a Djinn wants in a lamp. Comes with a lamp-imp servant if you wish. Now normally time passes differently inside the lamp, much faster or slower, depending on which way your smokeless form spirals into the lamp, but for this special lamp alone you can freely change the passage of time relative to the outside at will.

Weeks can pass in minutes or vice versa or just stay in sync with the outside. While inside your lamp you live in some sort of life stasis. You can move and act however you want, but you won't barely age, even if you speed up time inside the bottle.

That's why Djinn can be freed from bottles and lamps after millennia, although they normally have shorter life spans.

Invisible servants -100

A couple of mundane and mute servants (because we all know the best servants do their job, but are neither heard nor seen). They've all been turned invisible. They'll be loyal and diligent.

Hounds -100

You get two very intelligent dogs. Very intelligent. Like they were people once... They'll be of a breed of your choosing and very loyal to you.

Guard demon -100

Can transform from massive hyena-dog back to a butler. He's generally pretty courteous and well mannered when not in his demon form.

Magnum opus -100

A handgun that fires fast enough to kill a Djinn before they can turn into smoke, like it would happen with most normal handguns. You also get a heat vision camera (disguised as an actual camera) for free to identify Djinn based on their increased body heat.

Skeleton key -100

A magical key that looks like a tiny skeleton. The skeleton can move on its own and is capable of opening virtually any lock

Soul mirror -100

A mirror that shows you what your soul looks like. Those who look into it will see their own soul how it truly is. You may also see the souls of others if they stand before the mirror. Great thing to show off on a first date.

Luck leaflet -100

A small leaflet that describes in very easy terms how exactly one would go about beating every single game of luck common in casinos worldwide. Don't get caught with that in a casino run by the Ifrit!

Golem -100/200

A seven foot tall roughly sculpted animated clay figure. It will only follow your commands and can only be stopped from trying to complete the tasks you give it by uttering a certain word of power, which currently only you know or otherwise removing the piece of paper hidden in its mouth that animates him. This thing is great for security, but also convenient, should you ever need a spare body for your Astral body to occupy. For an additional -100cp It can also be turned invisible and back on command.

Elemental -100/200

An elemental of the four basic elements (earth, fire, water, air) costs 100 cp, and one of the four noble elements (time, space, mind, luck) costs 200 cp. They will act as an incorporeal pet. When you think of something related to that element, they will do their best to fulfill your wish. That way a water elemental could create a monsoon level rainshower localized entirely under a suddenly formed small cloud in the middle of a desert and have that cloud then follow a desert demon. May be purchased multiple times. Purchases of several elementals of the same type will yield a greater overall effect of their elemental powers.

Wish Monster -200.

The wish monster, also known as the Optabellower. Big as an elephant bull and far more aggressive. It's less a true being and more an invisible force field that consists of all unfulfilled wishes. It grows stronger with each wish and will mercilessly hunt

down everything that was created with a wish or everyone who holds some form of wish or desire in his heart and mind. It is completely immune to magic and will just keep getting stronger with each direct magic attack. It will be completely loyal to you if you purchase this “pet” here, but I suggest putting it on a short leash lest you want it to swallow every last bit of wish magic.

Medusa Tattoo - 200

Turns everyone that sees it into stone. Its design and placement on your body are up to you and you are immune to its effects, so don't worry about looking in the mirror. You get the additional ability to remove the petrification with a touch

Flying carpet -200

A big flying carpet, easily capable of comfortably carrying seven people. Can fly at airliner speeds while being more maneuverable than the best helicopter. It also somehow neutralizes the resulting airstream so that you can even stand near the edge of the carpet without issue. It does offer no protection against storms however, so be careful.

Triple Diskrimen -400

3 wishes! Now that doesn't sound that special, given that you're most likely a Djinn yourself. These wishes however are already pre-granted wishes. Meaning they will work independent of the Djinn that granted you the wishes and will work and take effect despite any potential negative outside influences, such as extreme cold that would prevent you from enacting your powers. You'll remember the focus/activation word when you are in serious need for a (life) saving wish. You get 3 new ones each jump/every 10 years, whatever comes first.

Boca veritas -400

The severed head of an english soldier, who some evil djinn performed a weird ritual with, who will tell you the truth to any question you may have. It can't predict the future however. He's also quite a nice fellow and enjoys a good cigar every now and then.

Moonstone -400

A large jewel from the moon. It serves as a focus for your power and multiplies your magic power three times. You can wear this in an extravagant ring, or a necklace or however you like.

Golden Tablet -400 cp

You receive the golden tablet of Marco Polo, which he was gifted by Kublai Khan himself (he was actually a powerful Djinn who created these tablets). It grants you

the power to command all humans you talk to directly while holding onto the tablet. This won't work on more magical beings such as Djinn, demons or angels but it will work on zombies, golems, terracotta warriors and other similar creatures.

Anti Djinn amulet -600

An ornate amulet with a rather large jewel encased with it. It will actively draw all magic into it, which makes the wearer immune to direct djinn magic and all magic for that matter. Don't worry, because you bought it here your own magic won't be sucked off while wearing it and neither will your magic be neutralized or diminished while casting it.

You may alternatively have a imperial Chinese armor inlaid with hundreds of jade stones having the same properties as described above

Solomons grimoire -600

You now know how to bind Djinn, demons, angels and humans to your will. In future jumps you will find that this book will update its knowledge so that you may be able to bind similar beings. The greater the power of the individual beings compared to yours/your will the harder they will be to bind, but in general a normal human could bind a large number of Djinn to their will, just like the great magus Solomon himself.

Strawberry slippers -600

A pair of pretty and comfortable golden slippers that smell like fresh strawberries! Surely this is worth 600cp, right jumper? Oh, they also contain the power of a mighty Djinn (none other than Kublai Khan himself) and by clicking your heels or stomping you can actualize any vague wish or idea without use of your own power or need of a focus word. Teleport vast distances, vanish dangerous foes into thin air and create a massive fallout shelter full with all necessary amenities, all in the blink of an eye.

Shangri-La -600

This is the closest thing to paradise on earth, even if it's not technically on earth. This is a Djinn world, similar to the ones "contained in" Djinn lamps. It is a pocket dimension outside of normal space and time about the size of a big mountainside-cave combination housing a massive lamastary. Everything you'll see and experience will fill you with awe, inspiration, a sense of beauty and serenity. You'll find that inside it you will immediately be rid of all your various ailments and discomforts. You'll feel boundless hope and no worry (without being unable to think about problems rationally), you'll feel gentle happiness, a calm of mind and soul and a first understanding of true enlightenment. Inside the lamastary you'll be able to speak telepathically with others and with time you'll be able to look into their minds and souls and they into yours. Curses and misfortunes will be lifted and a person's true potential can be awakened. The water from the stream nearby will cure all possible diseases and heal all possible injuries, physical or mental. Time itself will

pass far slower than outside, but the general sense of time and idea of time will lose meaning in this place (you'll always have an innate sense of the time and happenings in the outside world; especially when it comes to people you care about). There is a new and never fading richness to your experiences: Everything will look more colorful, food and drink will taste better and everything will just be...better. In addition to all of this the place contains a very special mandala in its center, created over a period of 300 years, it resonates with a special connection to the space time structure of the universe. By concentrating on a specific point in time you will be able to have your mind travel back to it. You'll be able to alter the past, but be warned if there are crucial elements of the timeline still remaining in Shangri-La, a place outside of normal spacetime, like for example a person that was crucial in you undertaking the act of changing the timeline, your mind itself will be affected by that change and in turn won't remember the change at all. If you don't like the general style and vibe of a mystical Tibetan monastery, you can opt for any other aesthetic for this place, while retaining the same properties.

Green Pyramid -800

A massive pyramid made entirely out of jade. This pyramid can be used to house and bind an infinite amount of spirits, ghosts, souls, essences or things that fall into the same general concept. This is great if you just don't want any ghosts around. It's also useful as the pyramid is immune to direct magic attacks while also supercharging any magic by those housed within the pyramid. How great the effect of this supercharge is depends on the amount of bound spirits and their quality (detached childrens souls are the best btw.)

Generally spirits of the already deceased aren't very powerful fuel, but freshly harvested souls, especially those of the still technically living, but removed-from-their-bodies. If you were to bind the majority of spirits in the world and/or trap the souls of millions of living children, a Djinn could alter all already granted wishes and influence magic on a global conceptual scale. By burning up millions of children's souls (which he tricked out of their bodies) Iblis the Ifrit planned to alter reality so that all wishes humans make will have their opposite immediately be granted and that to become a permanent aspect of reality.

To help you amass spirits in future jumps you'll also get a portal to the afterlife and the Terracotta army of Qin Shi Huang, the first emperor of China. They come with enough spirits to be already animated. Each one of them is a loyal and competent warrior and has the ability to sense spirits and absorb them with a touch. Each absorbed spirit can then be directly transferred to the pyramid. The warriors can't absorb the souls out of the still living (though nothing prevents them from just killing people). The pyramid will be part of your warehouse or be inserted in a well hidden subterranean cave at a location of your choosing in each new jump.

The Pyramid is empty for now, but it will retain any bound spirits between jumps. Those spirits will however get "used up" every time you use them to fuel your magic.

Akhenaten's staff -800

A staff or scepter of the famous pharaoh Akhenaten. It contains 70 powerful djinn bound to the holder of the staff. With this staff you can either wish for 210 individual wishes (3 wishes for each djinn with the option to undo all 3 wishes with a free 4th wish) or 3 big ones, with all Djinn working together to fulfill each single wish, which makes it greater than the sum of its parts making you truly do world changing wonders. You may also opt for a combination of those options. You can also free those 70 djinn from their ancient bond, turning them into followers that now owe you (again, 3 wishes each or 3 combined ones). Each new jump or every 10 years you will get those 3 wishes each, the power of the djinn never waning, no matter how long your chain may be. You can't save up on unused wishes however.

Ancient bomb -800

You get the tools to enact the Pachacuti, the end of the world. This is accomplished via an ancient incan nuclear bomb, created by the founder of the incan empire Manco Capac, who was of course a massively powerful Djinn. This bomb is basically a massive Djinn world, containing an entire valley, which sits on top of a massive depot of Uranium. By dropping a staff and some medals (which you're now in the possession of, down an incredibly deep shaft in a temple in the valleys center you'll start a massive chain reaction that will result in the total annihilation of the valley and the energy traveling to the outside world through the eye of the forest, the portal between the Djinn world and the outside world, which will be enough to destroy a continent and bring massive fallout and nuclear winter to the rest of the world. Each new jump you can choose a well hidden location for the eye of the forest and set a timer for the initiation of the chain reaction.

OR

Instead of the end of the world you'll instead receive the tools to receive the powers of a very powerful Djinn. Manco Capac had once used up all his Djinn powers by creating massive amounts of gold and through a ritual involving this Djinn world and the thermonuclear device somehow restored his powers to their old glory. The same thing happened again to a foolish young Djinn, who received his powers back, but also caused him to split into his good and bad halves and created massive amounts of lethal radiation. By buying this option you will regain Djinn power that was used up and even grant Djinn power to those who had never possessed them before, like normal humans, without any side effects such as personality splits or radioactive fallout. This power granting potential will reset every 10 years.

Companions

Companions can take drawbacks at no points and can't purchase any further companions on their own.

Canon companion -variable:

You may freely take any canon companion of human level power with you. You may take Djinn with you for -100cp. Angels will cost you -200cp.

OC companion -100 each

You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend however they want. They can't take drawbacks and can't buy new companions, but they do get all the appropriate discounts.

Companion import (100 for 1, 200 for 4, and 300 for 8)

You can import up to 8 companions. They get 600 cp to spend however they want.

Twin -400

A non-fraternal twin of yours. He or she gets the same powers that you have, but their personality and appearance may differ from yours and is freely customizable. In general they will be sharing or at least supportive of your general goals and they'll be generally amicable (although maybe slightly annoying just like siblings can be.)

Drawbacks

Missing arm +100

A tiger once tore off your arm. Can't be regrown or replaced. Can be taken twice.

Poor +100

Has anyone ever heard of a poor Djinn? You might be the only one, Jumper. You are just dirt poor. For some reason you are unable to use your powers to create wealth directly or indirectly. You can wish for food and temporary housing (though derelict), so you won't starve, but it's annoying to say the least to be forced to use up your power for every single thing as you don't have money for neither food nor clothes.

Xenophobia +100

Well you don't like foreigners. Or foreign countries, or food, or culture or anything. In fact you hate everything that isn't exactly like at home. And you don't even like it that much at home. It's just that everything else just fills you with disgust or even terror.

Cold hearted +100

You ate from the fruits of the tree of logic. Didn't seem to make you more logical, only more bitchy and cruel. Don't expect to gain any new friends, but count on old ones distancing themselves from you.

Brain injury +100

A pelican dive bombed on your head and after a period of unconsciousness you emerged changed. If you at one point were polite and courteous you'll be overtly mean and hurtful. You'll still care about the same things as before and have the same goals, but a key aspect of your personality will be altered.

Claustrophobia +100

Like most Djinn you have an innate fear of confined spaces and avoid them as much as possible. A long enough plane ride would definitely cause a panic attack without medication.

Shrunk head +100

A south american indian tribe practiced an elaborate head shrinking technique on your head, while still attached to your body. None of your mental functions or other bodily functions are impaired in any way by this somehow. You just look really really weird.

Bad stomach +100

You can only eat the most bland and sterile food possible or suffer horribly on the toilet.

Agoraphobia +200

After spending too much time in a Lamp you actually developed Agoraphobia, much rather preferring the comfort of your lamp than going outside...ever. This of course makes you very vulnerable of being trapped

Old +200

You're not geriatric, but you're old anyway, by Djinn standards even. Your flame is diminished and you have to be very conservative with your use of power.

Subliminal wish fulfillment +200

You are fulfilling wishes without even realizing it. This will create chaos wherever you go and will also drain your powers over time.

Methuselah curse +200

You can never be too far away from all of your companions otherwise you'll age rapidly and die within a month.

Servitude +200

You are bound to the will of a pretty harsh master. Luckily he will only want you to perform mundane tasks for him. For an extra +200 he will also force you to spend your valuable powers in his service. He may not wish for more than his allotted 3 wishes, but he may very well ask you to perform mundanely accomplishable tasks with your djinn power.

Strong password +200

Because of you being over paranoid about your power being out of control as a young Djinn you chose an extremely lengthy and complicated focus word. Even a rapper would have a hard time speaking this number of characters in under 20 seconds, not mentioning the difficulty in pronouncing it. You can't change the word and you can't cast any magic otherwise, even non-djinn magic.

Trapped before the gates of paradise +200

You undertook an expedition to a mystical place of great importance. It may have been Shangri- La or a similar place. In any case, you found it, which is the good news. The bad news is that you have no way of entering the place you sought for. The even worse news is that you have also no way of getting back. As soon as you try to leave this place you'll start to rapidly age. The farther you go away from the gates of paradise the older you get. If you're a Djinn or otherwise long living or even immortal, this drawback will overwrite that and you'll be handled like a normal mortal. The place before the gate is generally hospitable to life, so you won't just starve and you can still use your powers and everything; you just can't leave. Potential enemies will also have no problem coming to you.

Ifrits ire +300

The entire tribe of the most evil and powerful djinn wants you dead or trapped eternally, independent of your moral alignment. They are perfidious and crafty and even a single one of them can cause major natural disasters, so don't take this too lightly.

Enantiodromia +300

Every time you use your powers you will cause the exact opposite effect. If you're clever this might be manageable with easier concepts. If you wish for a black queen chess piece a white king will appear. If you wish for more complex stuff you'll have to be very careful. Is the opposite of a plane a submarine? Maybe. What's the opposite of a flying carpet? Of a cat? Of a gun? You see where this is going. You can assume that this effect will work as if it had a mind of its own and at best wants to prank you and at worst actively seeks to twist your words to harm you.

Trapped in a bottle +300

stay 9 years in a bottle while suffering from agoraphobia. For an extra +200 the time inside passes far far faster, meaning you'll be there for ages as one minute outside will be weeks inside.

Inconsistent worldbuilding +300

Oh Djinn can do X? Good to know what to expect. Oh, that didn't work because of a special rule? Ok... What, why did that work that time? Because of random item no3?! OK....But it doesn't work at this place at those temperatures at this time of the year, entirely located in your kitchen?!?! For the rest of your stay you will never be quite so sure what you or others around you are capable of doing. You can expect a lot of failed attempts at influencing something or unexpected or contrary results, a lot of you being overwhelmed by seemingly harmless foes, a lot of general chaos and confusion because....of reasons. Spoiler: the reason is really bad writing.

Traitors +300

Apparently every group you join, every adventure you undertake and every interaction with anyone will always lead to you being betrayed by someone you hold dear and would have never expected (yes, you'll fall for the same trope again and again.) The traitors may be actual turncoats or double agents, hypnotized, possessed, coerced or otherwise manipulated. They'll sabotage your plans and may even lead you into deadly traps.

Unluckiest man alive +300

Like a certain infamous Italian man you suffer from horrible luck. Or do you? Actually it's a matter of perspective. Some would claim you are incredibly lucky, having survived all that constantly befalls you... in any case, get ready to get hurt. You have already survived a plane crash, several car crashes, 3 lightning strikes, several horrible diseases, bankruptcy etc. with more on the horizon. Your innate djinn luck, should you have it, will be mostly occupied with keeping you alive.

Power Loss :

choose one version of power loss

Power abuse +200

You overused your power and used up all of your inner flame. This didn't cause you to drop dead, but it reduced your lifespan to that of a mortal and in any case you can't use any of your Djinn powers anymore, though you still have access to other powers you might be in possession of.

Scientific mind +400

Alembic house education has ruined your mind. Now nothing that normal society would deem impossible or nonsensical can be done by you as the mental blocks prohibit it. You lose all powers that would fall into the category of non-mundane.

Ghost +600

You are permanently detached from your body and can't reenter it. This also means you can't use any of your powers. Additionally you can only be seen and interact with other ghosts and for some reason you are also unable to take possession of some other person or animal.

Possessed +600

You fell down the stairs and into a coma. Someone, deeply involved with the people who caused your accident, has now taken over your body putting you helplessly in a passenger's seat in your own mind. This person will then change your appearance and make it so that you don't even look like you anymore. They will lead an entirely different life, love a different man/woman and basically be a completely different person in any way. You will watch and you will feel, but you can't do anything and nobody seems to care about your fate despite fully knowing what happened, yet you are desperate to make yourself heard and seen.

Split personality +600

After some failed (or successful) ritual involving a massive nuclear reaction you got split into two halves. Your evil and your good half. Both will be equally strong, no matter what alignment you've selected. Both will possess all of your powers, skills and knowledge. Each one is bent on destroying the other. Whoever wins will continue on your chain.

Notes

Djinn powers:

- >can influence probability/chance/fate
- >have passive influence on probability/chance/fate
- >can impose their mind over matter (most likely by influencing the most probable position of protons and neutrons) which they use for
 - transmutation
 - transformation
 - shapeshifting
 - disintegration/vanishing/teleportation
- >basically Djinn can do anything that is possible even the seemingly impossible by influencing this possibility
- >need very little detail for the visualization to result in a working thing (picture a car with no idea of cars work and it will appear working nevertheless)
- >can grant wishes with use of the first two powers, only need to picture the end result of the wish, but they have little control over how it will manifest specifically (unless the wish is stated very specifically)

- >every active use of their power requires the utterance of a focus word of their choosing.
- >lifespan of about 500 years
 - >every use of djinn power draws on lifespan and a middle aged djinn would lose about a day per wish/greater feat. Power drain also increases with age.
- >the explosion of several volcanoes and creation of several hurricanes are the results of evil djinn so that's a testimony of their power.
- >power weakens in cold climates. Young Djinn can't use their power if they/its too cold, but mature Djinn have to be frozen in ice to not have access to their powers.
- >high resistance to heat/fire and hot food: Wouldn't be harmed by most normal fires, but an intense pyroclastic flow of a volcano for example would hurt them. Resistance to electricity and can even tank a lightning bolt without issue. (Maybe slight resistance to radioactivity....not clear)
- >Have the power of astral projection (after speaking their focus word) and detach their soul from their body and pass through matter and travel at great speed. The body stays in indefinite suspension until the soul is back. The soul can possess others, from animals, to humans to Djinn (the possession there can range from passive watching to full on control/possession, likely depending on the individual's strength.). The Djinn can then see and experience the possessed person's thoughts, feelings and memories. The soul itself has no Djinn power without a body, but if the soul possesses another physical body, djinn power can be used.
- >Can create Djinn worlds in enclosed spaces, such as a lamp. Those worlds are basically a mini-pocket dimension linked to the normal dimension, where time and space behave differently. That's why the inside of a djinn lamp is much bigger than should be possible and time either flows much faster or much slower depending on the way of entry. Djinn of amazing power like the first Inkan King may even create massive Djinn worlds containing entire valleys.
- >Can turn into smoke and back and change the volume of the smoke so that they can easily go into and out of a lamp (this is very easy for them and requires basically no Djinn power at all; although like everything else requires use of their focus word)

Examples of Djinn powers

- >Young and very inexperienced Djinn can make a functional Ferrari just appear out of thin air (just by visualizing how it looks; without knowing how the engine works or anything...) (by accumulating and restructuring subatomic particles from nearby matter)
- >Can do the same with airplanes and mini-sub and other massive complicated objects even living animals.
- >can vanish massive objects into thin air
- >can make things just explode by accelerating molecular movement within it.
- >can make people teleport hundreds of miles away
- >Can transform humans and themselves into animals and back again
- >Can transform humans and themselves into non living objects and back again

- >Can turn things and people invisible and back and otherwise alter physical properties
- >Can conjure up large amounts of XYZ and make those things just vanish.
- >Can cause natural catastrophes
- >Can alter people's race, personality, knowledge (learn new languages in an instant, become the best whistler ever, an expert climber...), intelligence and other stats....
- >Fly at airliner speeds and greater via whirl winds (which also apparently need very little life force)
- >Can make people see/experience what they want or expect to see
- >Make things just vanish at various places without the Djinn seeing it, like all foie gras in all of New York state.
- >Adult Djinn can create and control entire hurricanes
- >Make the most disgusting things a person can think of appear out of that persons mouth whenever they lie.
- >Can resurrect people as undead. A young Djinn could resurrect Pizarro and his crew as intelligent and unkillable undead to punish an indigenous tribe.
- >Can create objects with innate power like tattoos that turn people into stone, food that will turn people who eat it into dolls or shrink them down to a size smaller than an atom, golden tablets that can control the will of humans.....
- >Can make bindings, causing other djinn to forget their focus word; bind their magic or bind other uses of supernatural powers; create protected spaces where magic can't be used or all magic has the opposite effect.....

Limits

- >cannot truly bring back the dead be it animal, human, or plant.
- >cannot affect the flow of time (except by creating a Djinn world)
- >cannot create copies of themselves
- >cannot undo the spells of another djinn, exception being the Blue Djinn of Babylon.
- >cannot create gems of any kind because gems act like absorbers and take in djinn power.
- >need to utter their focus word to cast magic/grant a wish. Without it they either can't cast magic or every single wish they have, even subliminal ones, will immediately draw on their power and be granted.

““Limits””

**Basically contradictory rules and limitations placed upon characters in one book and broken in others. Do as you wish with those pieces of information, but don't take them as actual rules. You can still choose to follow them.*

- >Djinn don't alter their own appearance because it's too complicated, despite them transforming into literal other races, replacing limbs, and do all kinds of things, but altering height or facial reconstruction is apparently too much (makes 0 sense, just ignore)

>Djinn claim that they can't influence the brain or won't risk it because it's too complicated: Bringing back a person out of the coma isn't even attempted, despite Djinn clearly capable of altering the brain/mind (knowledge, memory, intelligence, wisdom, personality changes are all things that can be wished for) and even creating living breathing animals (and undead) out of thin air just by thinking about that animal, meaning the complex brain of those animals is just created by djinn power.

>The blue djinn of babylon can apparently undo any wish, but apparently she can't in the next book and needs to figure out the specific wording for the anti-spell first

>Officially Djinn cannot affect the flow of time, but by creating Djinn worlds they create pocket dimensions where space and time behave differently, which disproves this. I think they just can't cause massive changes to the past timeline.

>Djinn cannot truly bring back the dead be it animal, human, or plant, but they can somehow make the fully conscious undead appear (Pizarro and his crew got fully resurrected, only difference they were harder to kill now, because they were "already dead")?? Also there's 0 reason why Djinn can't just create an exact copy of a plant or animal with their powers. Probably wouldn't work with humans because of soul-related issues. In the same vein there are several characters that became mortally wounded some way or another and use of Djinn powers to just fix them wasn't even attempted although they can easily just give a cripple a new arm, that's even stronger than before...

Luck:

Djinn are naturally extremely lucky, as a passive effect of their powers. Basically even if you are just a young Djinn (good or bad) you can expect to automatically have luck equal to the "Luck" perk. The "Luck" perk does stack with the inherent luck you have as a Djinn. The "Anti Luck" perk does as well, just that it tends to further your goals by ruining others'. The "Anti Luck" perk will also similarly boost your innate Djinn powers, just like the "Luck" perk does.

Other beings:

Angel

Beings made of light. Rule over heaven. They're quite mysterious. Not much is known about them, but in any case they're much more powerful than the average Djinn. Able to alter reality on a great scale, such as making an entire stadium full of real people appear (create?) just to watch a wrestling match between the angel and a human.

Demon

Fallen angels. Like asmodeus, or Utug and Gigim. All have some animal elements, some resistance to magic and the more powerful ones emanate great power, mostly fitting a specific theme, such as desert demons radiating scorching heat.. Demons are not nearly as powerful as angels and more equivalent in power to Djinn, although they seem to rely more on their bodily strength and attributes instead of magic of some kind. Their natural resistance to magic would make them the winners

in most direct confrontations with djinn, but they are not nearly as versatile and tricky as djinn.

Other less important races/beings that are mentioned: Elementals, Imps, Jinxes...

Djinn powers and immortality

You may very well have some sort of longevity or immortality from other jumps or you will soon get it. As Djinn powers consume life force you may very well conclude that Djinn magic system+immortality=infinite wishes or infinite power. Well, how this works now and for future jumps is that you will get all the inner flame/life force of a young Djinn on the house, which is independent of your other life force. This will be your source of Djinn power to use up however you like. Every 10 years this flame will fully restore.

Djinn powers and fate

Djinn are directly able and tasked to influence fate. Normally that means that as long as they are willing to enact their powers in any way they'd be able to change fate, a fixed timeline, prophecies etc. However there are several instances in which Djinn are unable to change a vision of the future they had or to change a prophecy or they even cause the enactment of said visions by trying to avoid it.

Generally if you want to change fate, you are generally able to do so, but the exact details can be complicated. If you don't have a clear picture of the future you want to change and you don't know exactly what needs to change in what way so you don't end up with that future you want to avoid it can backfire. Basically: Think before you act and you should be fine.

Misc.

>Djinn powers will be available to you after this jump in whatever form you take, its strength and weaknesses will however still be the same as if you were to take the form of a Djinn. That means that if you're a human in the next jump, you could still use Djinn magic, but it would nevertheless be weakened by cold temperatures (without appropriate perks), while other magic you possess will be completely unchanged by it (except if that magic system has also an innate cold weakness)

>Djinn worlds can be created wherever you want, doesn't have to be inside a lamp. Djinn worlds purchased here in this jump can be freely fused with other pocket dimensions, realms or similar structures you are in the possession of or will come into possession.

Size of Djinn worlds that are already created might be able to be altered by the creator afterwards. Not sure about that though.

>I won't stop you from taking contradictory drawbacks or drawbacks that kind of lessen the blow of another drawback (eg. trapped in a bottle and trapped before the gates of paradise). I just think you're a wanker

>Most of the Djinn feats covered are performed by the Marid or Ifrit tribe. It's hard to gauge the exact power of the members of other tribes but in general the different prices reflect just how many above average powerful Djinn are within your tribe. You can assume that by selecting a tribe you get at least some backup by that tribe.

Bonus

Do ya feel lucky punk?

Are you as addicted to games of dice as most of the Djinnverso and astragali obsessed Djinn are? Well i get some exciting gambling option for you friend: Instead of simply gaining 1000cp, you're going to roll for it.

Using a standard Djinnverso set you may gain CP by rolling 7D8, then multiplying the result by 33 and round to the nearest hundred. Only roll once. No cheating!

-HDManon